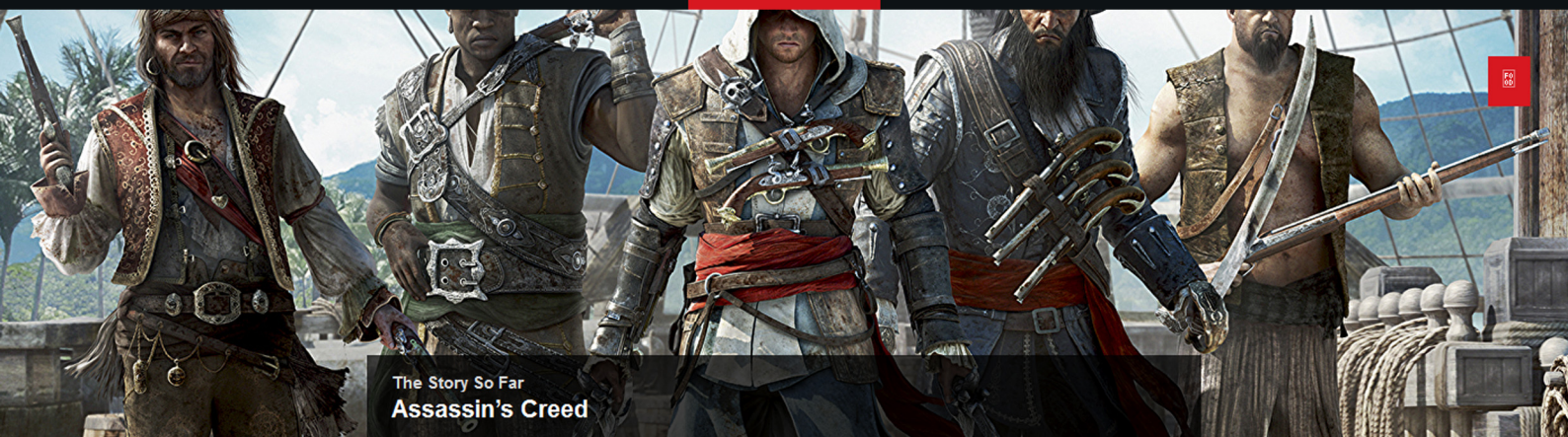






Introduction

Before we leap into the life of Edward Kenway in Assassin's Creed IV, we begin by revisiting the events of previous installments in the series. This short chapter offers concise recaps for all core episodes of the Assassin's Creed story to date, with additional insights into key events and concepts that may – or, of course, may not – inform narrative developments in Black Flag.

Present



Desmond (and, foreground, the Animus) in the Abstergo laboratory.

September, 2012: Desmond Miles, a New-York-based bartender, is kidnapped by agents employed by Abstergo, a multinational corporation. Held captive within a secure facility, he is forced by scientist Warren Vidic to interact with the Animus – ostensibly a virtual reality machine but, in truth, so much more than that. This astonishing technology enables Desmond to experience and explore events in the life of a direct-line ancestor during the Third Crusade: Altaïr Ibn-La'Ahad, a member of the Assassin Brotherhood.

PAST



Altaïr clashes with Templar soldiers.

1191: Savagely castigated, stripped of rank and subjected to a mock execution as a punishment for his arrogance and disregard for Brotherhood tenets, the disgraced Assassin Altaïr is offered a chance of redemption: inflict a grievous blow to Templar power by assassinating a sequence of nine senior Order officials. The dying words of his final target reveal the existence of a tenth conspirator. This is none other than Al Mualim, de facto leader ("Mentor") of the Assassin Brotherhood... and the architect of Altaïr's quest.

Altaïr returns to the Brotherhood stronghold at Masyaf to find most of its populace enslaved by Al Mualim via the fantastical powers of an object known as a Piece of Eden. Though the Assassin is broadly immune to its insidious mind control, he is assailed by otherworldly projections as he confronts the traitorous Mentor. After the death of Al Mualim, Altaïr watches on in wonder as the Piece of Eden transmits a holographic representation of Earth, adorned with a series of annotations that appear to highlight specific locations.

Present



Desmond acquires Eagle Vision, and learns a few irreparable truths.

As the Piece of Eden reveals the projection, Desmond's session within the Animus is abruptly curtailed by Warren Vidic. The Abstergo corporation, now clearly identified as a front for the contemporary Templar Order, has the information that it requires: the potential locations of other Pieces of Eden. Only the intervention of Vidic's assistant, the Assassin double-agent Lucy Stillman, persuades the Templar scientist to delay the planned execution of Desmond. She opines (quite correctly, as it transpires) that his lineage may yet lead to further discoveries.

Shortly thereafter, Desmond experiences the power of the "Bleeding Effect" for the first time – a process whereby a subject interacting with the Animus assimilates memories and capabilities of his or her ancestors. This unlocks the innate power of Eagle Vision (a capability shared by Altaïr), which enables Desmond to discover cryptic messages left by a prior Abstergo test subject – and, by the appearance of the scrawl, written in blood...

Key Concepts & Developments

ANIMUS: Assassin's Creed introduces the (alas, fictional) capacity of human DNA to record "genetic memories". Each time DNA is passed on, the sum of a progenitor's experiences – up to moments before conception for men, and before birth for women – is transferred to the resultant offspring. Each generation of humans, therefore, is a biological archive of the experiences of former generations. The Animus technology isolates, decodes, and simulates these ancestral memories in a virtual representation of extraordinary fidelity.

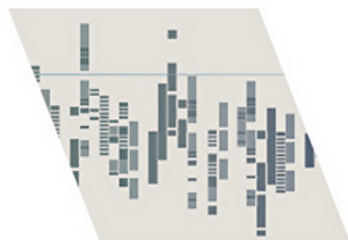
Bleeding Effect: There are two complications to Animus use. Firstly, the user must maintain "Synchronization" by respecting and maintaining the natural sequence of events in the life of the ancestor in question. Failure to do so leads to a break ("Desynchronization") in the simulation. They must also be mindful of the Bleeding Effect: a phenomenon that enables certain users to acquire proficiencies exhibited by their forebears, but may also lead to hallucinations and, in time, irrevocable mental deterioration.

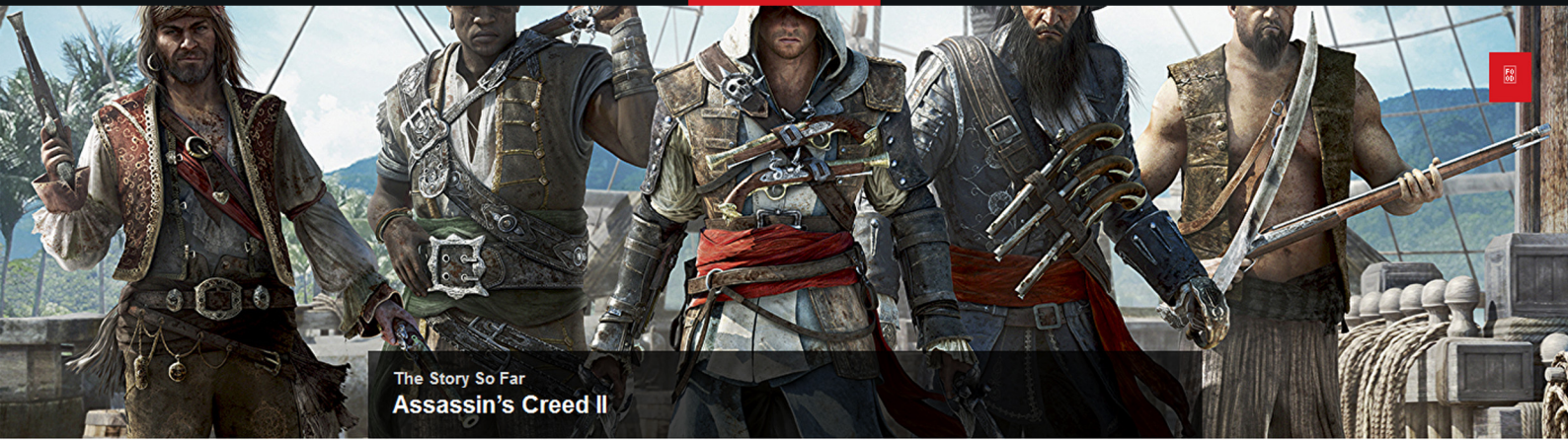
Pieces of Eden: In this debut tale, we learn that fantastical devices known as Pieces of Eden have been sought and fought over for centuries. Al Mualim reveals that Pieces of Eden – and a secret, "true" sequence of events – lie behind many pivotal moments and developments in human history. His intention was to engender peace by using the device to fetter the minds of his subjects on a regional level. The contemporary Templars plan to locate a Piece of Eden and launch the device into orbit to exert such control on a global scale.

Templar Order: The Templars fight for peace and stability through political and social machinations – and, ultimately, the enforced surrender of true self-determination via the power of Pieces of Eden and associated technologies. Though individual agents may be corrupt, cruel or venal, it would be simplistic (indeed, erroneous) to characterize the Order as necessarily "evil". They aspire to act as the custodians of humanity, and believe that the sacrifice of a little liberty could enable them to preside over a world without war or want.

Assassin Brotherhood: Agents of the Assassin Brotherhood are sworn to preserve free will, and to defend this liberty with their very lives. The core message of their creed – "Nothing is true; everything is permitted" – advocates the right of every individual to act of their own volition. The Brotherhood has fought a long war against the Templars.

Desmond Miles: Despite his early show of bewilderment in captivity, we learn that Desmond Miles is a former member of the modern-day Brotherhood, having fled the organization at age 16. In a piece of trivia that many fans of the series may have forgotten, Desmond reveals how he was caught by the Templars in this debut episode. It transpires that, after years of successfully living "off the grid", he applied for a motorcycle license. This act united a fingerprint with a picture within a database – and the rest, as they say...





Present



Desmond, Lucy, Shaun and Rebecca in the Assassin safe house.

September, 2012: Desmond escapes the Abstergo facility with the assistance of Lucy Stillman. They join two Assassin allies at a safe house: academic Shaun Hastings and Animus specialist Rebecca Crane. With Lucy assuming command of this small Brotherhood cell, Desmond's task is to relive events in the life of Ezio Auditore da Firenze, an Italian ancestor from the Renaissance era. Lucy believes that Ezio's life will reveal information that will benefit the Assassins, but also enable Desmond to exploit the Bleeding Effect to obtain years of Brotherhood training within mere days.

PAST



1459-1499: Charming and capable, yet decidedly callow, the young Ezio Auditore's life of leisure as the son of a nobleman is abruptly curtailed when Templar machinations cause his father and brothers to be executed for treason. After learning of his Assassin heritage and claiming his father's robes and accoutrements, he spirits his mother and sister out of Florence to seek refuge with his uncle, Mario Auditore, in the small settlement of Monteriggioni.

Determined to exact revenge on the authors of the attack upon his family, Ezio is drawn into the aeonian conflict between the Assassin and Templar factions. Trained in the art of combat by his uncle, and assisted by a growing band of allies, Ezio identifies Rodrigo Borgia as the man behind the politically motivated murders that drove the surviving Auditores from Florence – and, moreover, a far broader web of Templar deceit. Ezio eventually confronts Borgia in the Sistine Chapel for the right to open the secret chamber that lies beneath it. Inside, he encounters an ethereal projection of a woman who introduces herself as Minerva. Dismissing the Assassin's questions and utter incomprehension, she instead speaks directly to Desmond – even referring to him by name – and warns of an imminent “Catastrophe” that could destroy all life on Earth. She explains that this cataclysm occurred once before, annihilating her kind – the First Civilization – many thousands of years ago.

PRESENT



“Who is this Desmond?” – a perplexed Ezio makes little sense of Minerva's message.

End of September, 2012: After Minerva's address, Desmond emerges from the Animus to discover that Warren Vidic and Templar agents have arrived to recapture their erstwhile assets. Demonstrating combat skills acquired via the Bleeding Effect, Desmond fights to repel the attack.

Key Concepts & Developments

First Civilization: Also referred to as “Those Who Came Before” (and, among Templars in later episodes, as “Precursors” or “the Precursor Race”), the First Civilization was an advanced species that became extinct tens of thousands of years ago. Humans, we learn, were their genetically engineered slaves, governed by devices that would later be exhumed and exploited as Pieces of Eden.

Catastrophe: Though the precise nature of the cataclysmic event isn't specified at this stage in the story, it is made abundantly clear that the First Civilization was extinguished by a disaster of global proportions – an event that coincided with a rebellion by their human creations. Small pockets of First Civilization survivors attempted to rebuild, but their numbers were too few; with a certain irony, their human creations proved more robust, and supplanted their former masters. Over time, erosion and vegetation removed any meaningful trace of the First Civilization's existence.

Minerva: Minerva warns Desmond of an imminent repeat of the Catastrophe that reduced her society to mere relics and indirect whispers from a forgotten era. She claims that her people had been developing a solution, a method of salvation. Though the Catastrophe effectively annihilated her race before the work could be completed, she believes that Desmond can locate the fruits of their labors, concealed in secret locations around the world – and that humanity might avert the apocalypse that destroyed its creators.



Subject 16: Hidden as a reward for dedicated players (especially those with an appetite for hidden collectibles), Assassin's Creed II begins to develop the identity and backstory of the individual responsible for the visceral graffiti witnessed during the arresting cliffhanger ending of Assassin's Creed. Subject 16, Desmond's predecessor in the Abstergo laboratory, committed suicide after the Bleeding Effect caused him to experience the agony of multiple overlapping personalities. However, prior to the creation of his grizzly (and quite literally) self-penned epitaph, the tortured Assassin hacked into the Animus to upload a wealth of information. His cryptic puzzles and messages serve to underline the mutability of history, implicating Templar use of First Civilization technology – and Assassin intervention – during major events in thousands of years of human civilization.

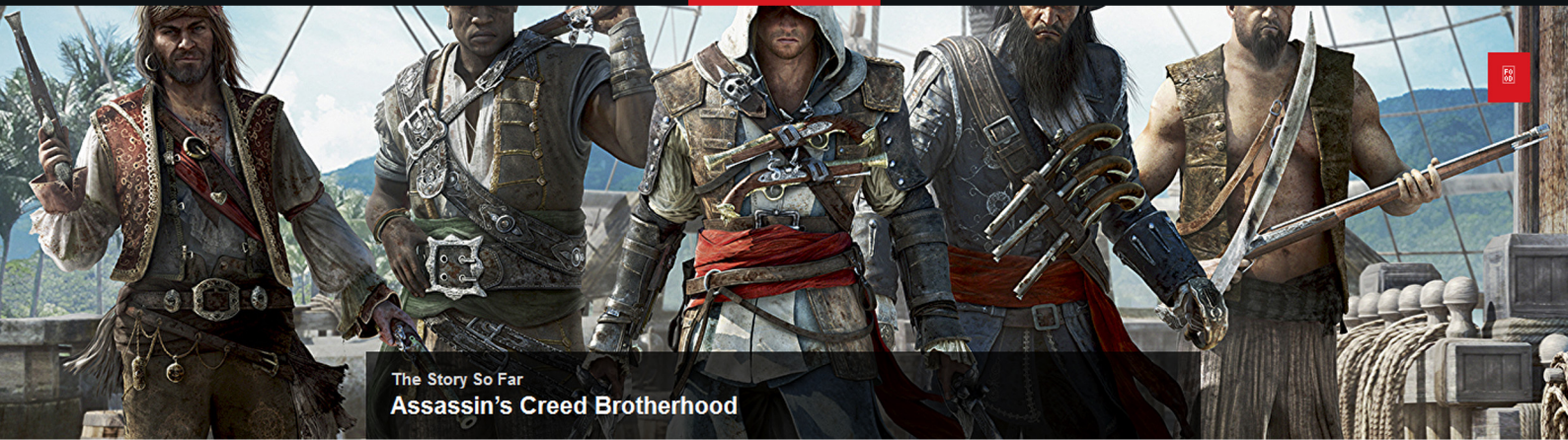


Present



Rebecca makes preparations as Desmond waits for the Animus to be activated.

Early October, 2012: The fugitive Assassin cell of Desmond, Lucy, Rebecca and Shaun travels to Monteriggioni, where they set up a new base of operations in the secret basement of the derelict former Auditore mansion. Desmond returns to the life of Ezio, seeking clues as to where the Apple of Eden held by his ancestor might be found.



The Story So Far
Assassin's Creed Brotherhood

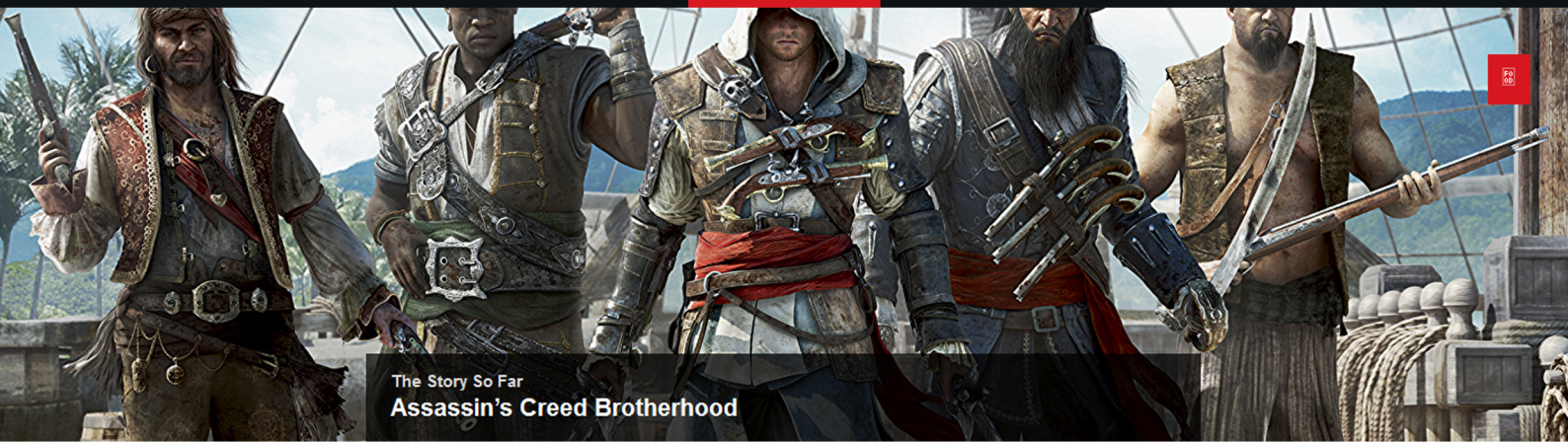
PAST



Ezio and the Apple of Eden.

1500-1507: After escaping Rome, Ezio returns to Monteriggioni with the Apple of Eden. An attack on the town by an army under the command of Cesare Borgia, son of Rodrigo, leads to the death of Mario Auditore and the loss of the First Civilization artifact.

Ezio pursues a vendetta against his Borgia enemies as he works tirelessly to retrieve the Apple of Eden. Rodrigo is killed by Cesare during an attempt to poison his over-ambitious scion. Cesare, it transpires, wishes to forge and rule over an empire, rather than settle for the traditionally oblique forms of power and prestige favored by wiser Templars. His aspirations count for naught in the climactic showdown with the inexorable Ezio, however: the master Assassin contemptuously hurls him to his death from the battlements when they clash in Viana. Having wrested the device from the Templars once again, Ezio chooses to secure the Apple of Eden in a First Civilization temple hidden beneath the Colosseum.



Present



Juno addresses Desmond as he seeks the First Civilization artifact.

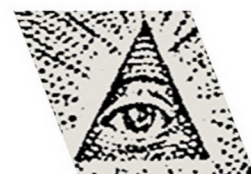
October 10, 2012: As soon as Desmond learns the location of the Apple, the Assassins travel there to discover a Temple of Juno, another member of the First Civilization. Juno speaks to Desmond – her voice and ghostly form apparent to him alone – as he and his companions seek to retrieve the Apple of Eden. The Apple is “activated” once Desmond lays his hands on it. The device takes control of the Assassin and compels him, ostensibly at Juno’s behest, to fatally stab Lucy Stillman – who, Juno alludes, is a Templar spy. The Assassin collapses. In a state of deep shock, he hears voices argue over returning him to the Animus before he slips into unconsciousness.

Key Concepts & Developments

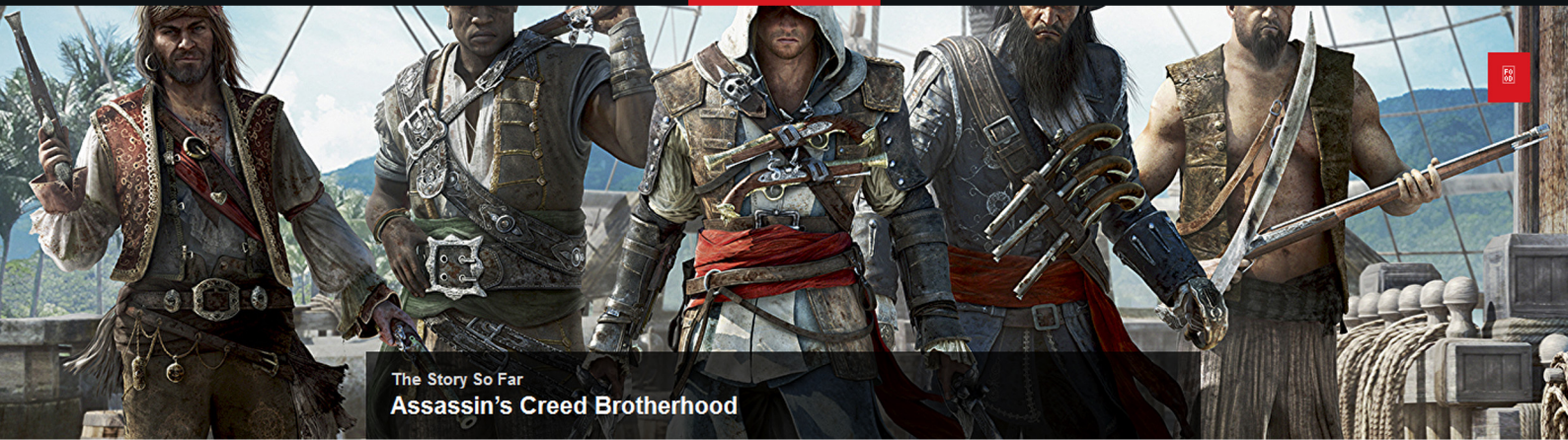
Juno was a contemporary of Minerva at the time of the original Catastrophe. Whereas Minerva appears to regard humanity as wayward children, Juno is resolutely unsentimental – indeed, actively resentful – in her assessment of the species created by her erstwhile ilk. When Desmond enters the vault where Ezio hid the Apple at the end of Brotherhood, Juno reveals that the Catastrophe was so powerful that the few First Civilization members who survived knew that they were doomed. Researching ways to perpetuate their race, they attempted to interbreed with mankind, or at least splice their own genetic code into human DNA. It is this information that offers an explanation for Desmond’s abilities: his remarkable lineage has caused him to possess an unusually high concentration of First Civilization genes.



The appearance of icons known as the Phrygian Cap (also called the Liberty Cap, signifying freedom) and Eye of Providence (representing God watching over his subjects from the heavens) during Desmond’s meeting with Juno foreshadows the setting for Assassin’s Creed III. Both appear on the Great Seal of the United States.



Though not officially confirmed until Revelations (despite hints from both Subject 16 and Juno), Lucy Stillman defected to the Templar cause before the capture of Desmond. Though raised as an Assassin, her experiences while infiltrating the Animus project at Abstergo convinced her to switch allegiance. Working directly with Warren Vidic, she engineered Desmond’s escape from Abstergo’s Italian facility, was complicit in the “attack” on the safe house at the conclusion of Assassin’s Creed II (a diversion that enabled her to leave information for Vidic to collect when the Assassins fled), and had been instructed to steal or seize the Apple of Eden to return it to the Templars.

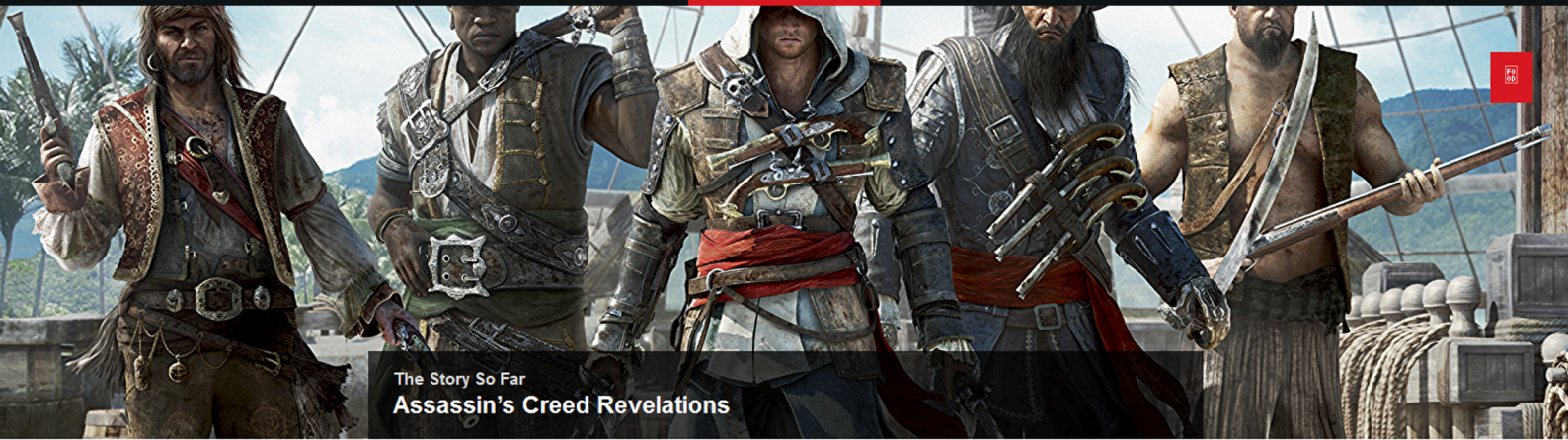


Present



Desmond is startled by the appearance of Subject 16 inside the Animus.

October, 2012: Believing Desmond's condition to be a consequence of the Bleeding Effect, his Assassin companions place him in a special Animus program in an attempt to forestall further deterioration of his mental state. As his body is transported from Italy to a new destination by his new unit supervisor, William, Desmond "wakes up" in an unfamiliar environment. To his surprise, he meets Abstergo's previous Brotherhood captive, Subject 16, digitally realized and fully cognizant in virtual form. Sixteen explains that Desmond's mind has been fragmented by the experience of reliving the lives of Ezio and Altaïr, and reveals that he can recover by completing unresolved ancestral memories. Desmond then resumes his journey through Ezio's life.



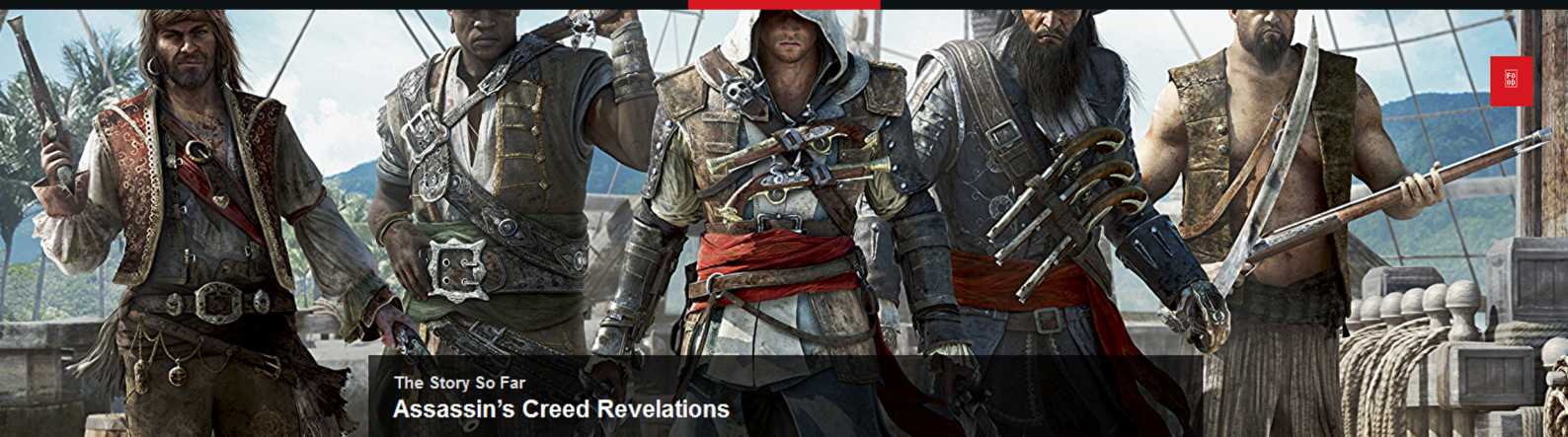
PAST



Ezio and the skeletal remains of Altaïr inside the Masyaf vault.

1510-1512: Still puzzled by the revelations he had witnessed yet failed to comprehend after his encounter with Minerva beneath the Sistine Chapel, Ezio travels to Masyaf to investigate a secret library created by his predecessor, Altaïr. To gain entrance to the library, Ezio must find five unique keys to fit the openings on its imposing doorway. Despite Templar interference (and the scheming of Prince Ahmet of Constantinople, who believes that First Civilization technology could enable him to preside with benevolence over a world free of racial or religious intolerance), Ezio obtains each key in turn. On examining each of these First Civilization devices, he has lucid “waking dreams” where he experiences events from Altaïr’s later life.

When Ezio finally opens the secret library beneath Masyaf he finds not books, but a tomb: inside lies Altaïr’s skeletal remains and his Apple of Eden. The device bursts into life, using Ezio (now reconciled with his role as a Brotherhood “prophet”) as the conduit for a message intended for Desmond.



Present



Desmond awakes from the Animus: "I know what we need to do."

As Altair's Apple activates in the secret library, Desmond is addressed by Tinia – the third member of the First Civilization triumvirate along with Minerva and Juno. He relates to Desmond how his people had tried but failed to survive the great Catastrophe revealed at the close of Assassin's Creed II. Resigned to their fate, Tinia and his colleagues chose to transmit their collective knowledge to a single underground vault – known as the Grand Temple – located in what is now the state of New York. Tinia informs Desmond that answers to his questions, and the potential salvation of mankind, can be found inside.

Meanwhile, outside the Animus, the Assassins land in the state of New York. Oblivious to Desmond's travails within the Animus, they are astonished when he begins to regain consciousness. After taking a moment to consider William, revealed to be his father, Desmond experiences a strange connection with the nearby Apple of Eden. It pulses in response as the Assassins arrive at the long-sealed surface entrance to the Grand Temple.

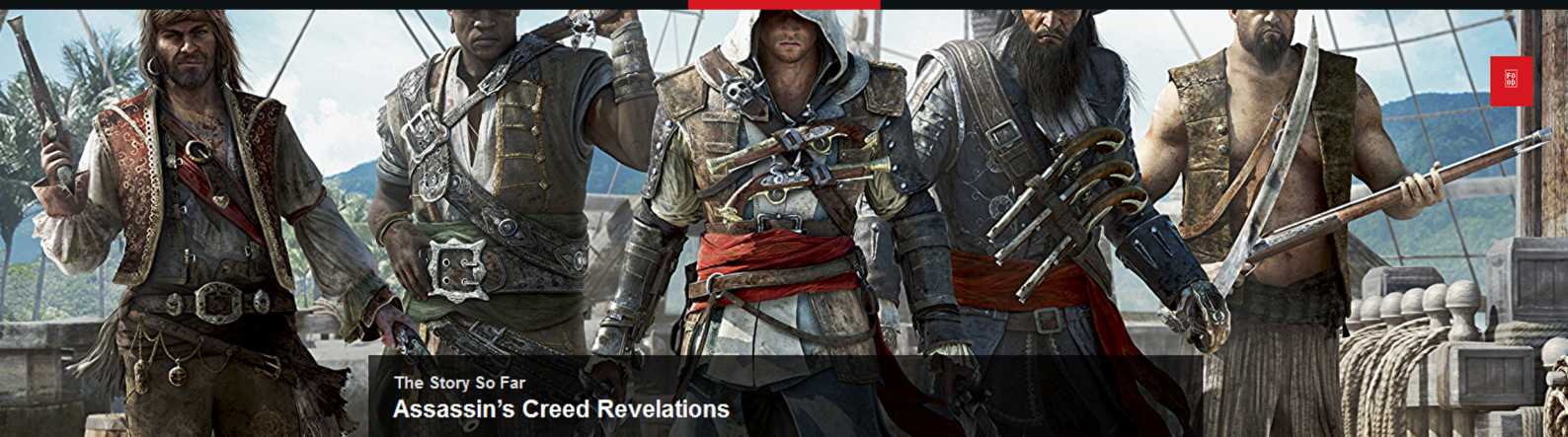
Key Concepts & Developments

Tinia explains the true nature of the Catastrophe: a gigantic solar flare (or "coronal mass ejection"). We can safely speculate that the effects of this event triggered a cascade of other disasters on Earth, particularly volcanic activity, which led to widespread famine.

Subject 16: Players who delved into the deepest recesses of Revelations (and its single-player DLC pack, The Lost Archive) could learn the true story of Subject 16 – real name Clay Kaczmarek. His capture by Abstergo was a ruse: a plan devised by William Miles to gain more information on the Animus project and a better understanding of Templar intentions. Clay was to pose as an unwitting captive, gain first-hand experience in the Animus, then escape with the assistance of Lucy Stillman. Forced to comply with a punishing schedule, Subject 16 began to suffer from the Bleeding Effect. At this point, he came into contact with Juno, who revealed Lucy's treachery, and told Clay that his death was assured... and then convinced him to sacrifice himself to assist the Assassin who would take his place. We can presume, with hindsight, that it was also Juno who instructed him on how to upload his personality into the Animus memory core – a feat that foreshadows an important development in Assassin's Creed III.

William Miles: William is Desmond's father. He raised his son in a secret Assassin community known as The Farm. A senior member of the modern-day Brotherhood, William has the role of supervising Assassin cell structures operating throughout the world. Following the death of Lucy Stillman and Desmond's collapse after the encounter with Juno, William arrives to assume direct control of his son's unit.





Keys: The five "keys" that Ezio uses to open Altair's final resting place are actually First Civilization devices designed to capture memories from the user, which can then be experienced again in full detail at a later date – and, more pertinently, by another person. As this process appears similar (or perhaps directly related) to the Animus technology, this is the first suggestion that genetic memories might one day be freely shared with no constraints based on bloodlines – or, for that matter, complications such as the Bleeding Effect.

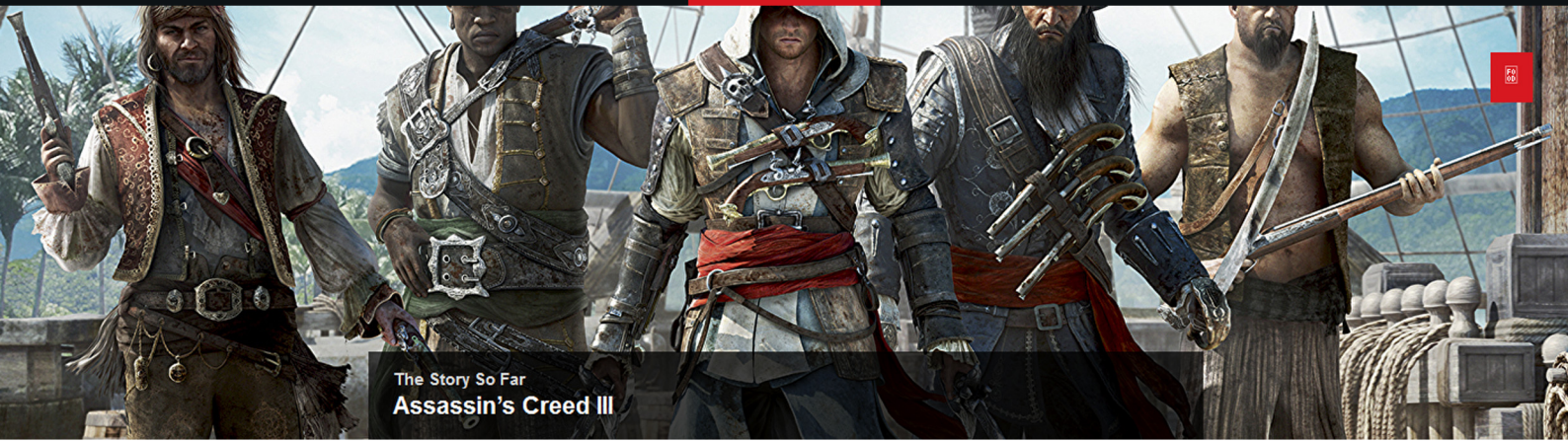


Present



The Grand Temple entrance.

October 30, 2012: Desmond and his colleagues enter the Grand Temple, using the Piece of Eden retrieved from Rome to open the long-sealed underground complex. As they arrive at the main chamber, the awaiting (though incorporeal) Juno exhorts Desmond to find a "key", and triggers a reaction in him that reveals glimpses from the life of a new ancestor, Haytham Kenway. Placed into the Animus, Desmond learns that Haytham obtained a First Civilization device (by appearances, an amulet) in London, then embarked on a voyage to the New World. This object is required to unlock the closed inner chamber of the Grand Temple, and so Desmond delves further into the life of his British ancestor.



The Story So Far
Assassin's Creed III

PAST



Connor and Haytham Kenway during their brief and uneasy truce.

1753-1760: On arrival in Boston, Haytham assembles a cadre of loyal men to assist in his search for the Grand Temple. Though he successfully locates the correct entrance, he fails to open it, then departs after dismissing it as a dead-end. While resolving to search elsewhere for the First Civilization site, Haytham also begins to establish the foundations of a cohesive power base for his organization in the New World. In a twist, we then learn that despite his early training as an Assassin, and continued use of the iconic Hidden Blades, Haytham is actually a Templar. Haytham shares a brief and passionate relationship with a Native American. Unbeknownst to Haytham, their union bears a child. From Desmond's perspective, his focus shifts to this child: Ratonnhaké:ton.

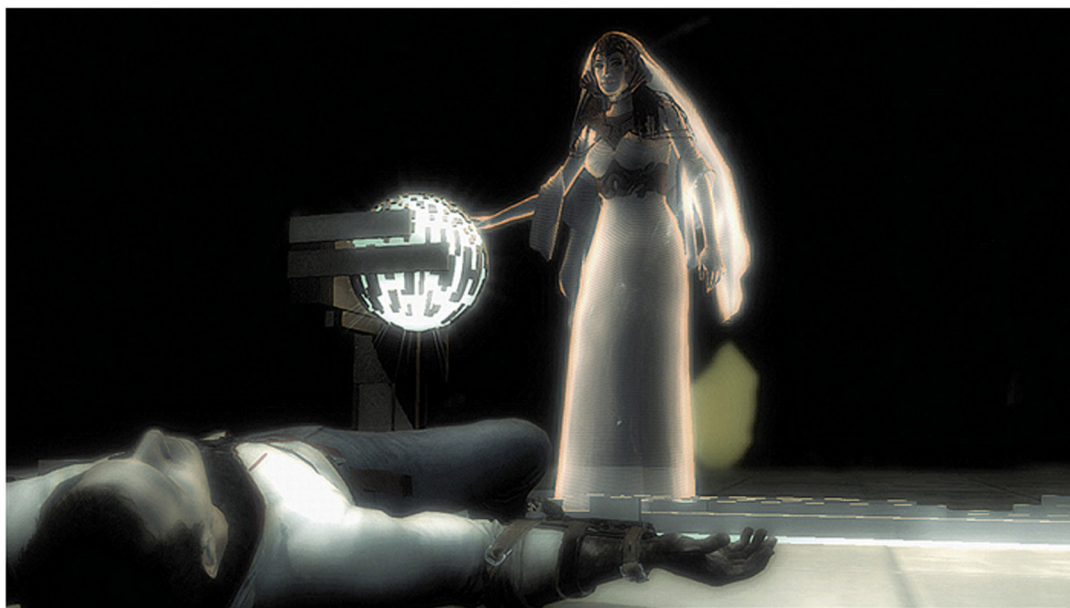
1760-1784: In an encounter with Juno during a rite of passage that involves a First Civilization artifact, the teenage Ratonnhaké:ton is directed to become an Assassin. He meets with Achilles: the sole survivor of a Templar campaign, directed by Haytham Kenway, that practically eliminated the Brotherhood presence in the embryonic United States. Though reluctant at first, the old Assassin agrees to train the boy. He also persuades him to take the name Connor.

Joining forces with new allies, Connor gradually eliminates the Templars loyal to his father and revives the Brotherhood during the events of the American Revolution. Connor's activities and a chance alignment of interests leads to a brief alliance with Haytham, but their irreconcilable differences ultimately lead to a fight to the death. After assassinating the final Templar from his father's original group, a disillusioned Connor claims the First Civilization amulet. Juno instructs him to hide it in a place where no one could hope to find it.



The Story So Far
Assassin's Creed III

Present

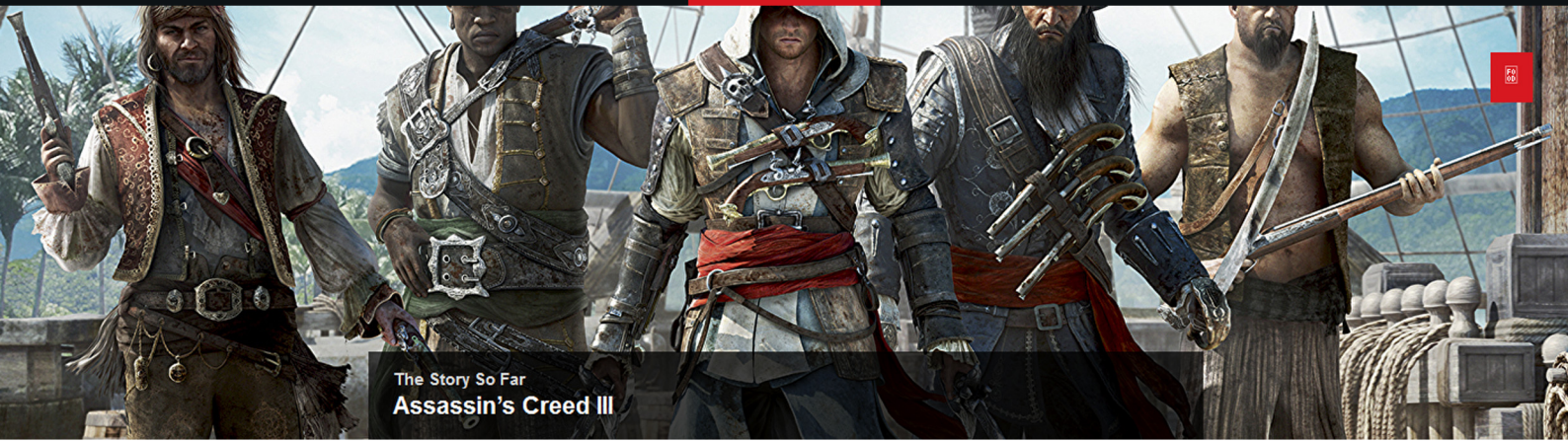


"You played your part well, Desmond. But now... now it's time that I play mine."

December 21, 2012: Desmond immediately retrieves the amulet hidden by his forebear. After the Grand Temple's inner chamber has been unlocked, Juno informs Desmond that she possesses the means to save the world from the imminent cataclysm – though this process will cause his death... and her rebirth.

While Minerva and other First Civilization scientists and leaders sought to avert the previous Catastrophe, we learn that Juno regarded the chaos and confusion as an opportunity to seize power and conquer the world, not to save it. When her betrayal was revealed, she and her co-conspirators were condemned to death, their bodies interned in the final sealing of the Grand Temple – but Juno survived. After transferring her consciousness to the Grand Temple with a "transcendence" technology developed as a potential method of surviving the Catastrophe, Juno plotted for thousands of years, subtly directing events in human history to reach the point where Desmond stands before her, mere seconds away from the cataclysm.

Accepting Juno's offer, Desmond learns, almost certainly leads to a future where the First Civilization entity enslaves mankind. The alternative, however, is to allow the Catastrophe to kill billions. With the weight of the immediate consequences at the forefront of his mind, Desmond chooses to comply with Juno's wishes. As the other Assassins retreat from the Grand Temple, Desmond lays his hand on the First Civilization pedestal that acts as a biometric key. He dies almost instantly, his arm consumed by fire – and, simultaneously, the escalating apocalyptic effects of the heightened solar activity are seen to dramatically subside.



The Story So Far Assassin's Creed III

Key Concepts & Developments

Assassin's Creed III reveals much more about the identity and history of Juno, all of which serves to cement her role as the primary antagonist of the series to date. We learn that she has existed for approximately 80,000 years as a digital being, her body long decayed but her consciousness maintained inside the First Civilization computers at the heart of the Grand Temple. Her subtle influence on events in human history, exerted whenever or wherever appropriate First Civilization technology is circulated, has shaped the events of the Assassin's Creed story.



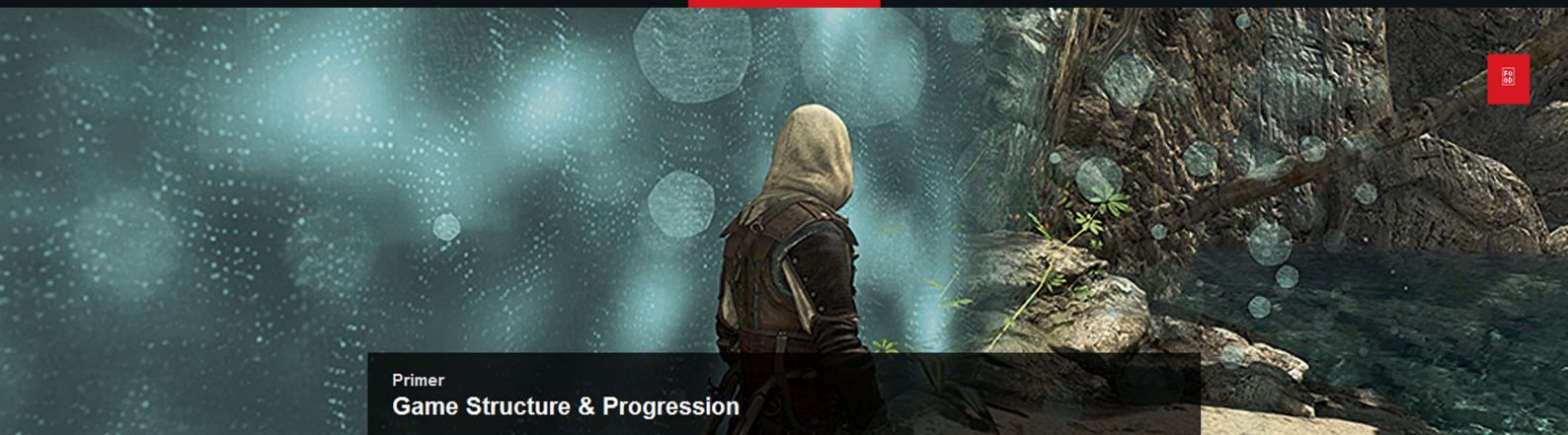
Juno enacted a plan of incomprehensible complexity to deliver Desmond to her at a calculated moment. It is implied that she delayed his arrival at the Grand Temple until just before the Catastrophe was due to strike – and not earlier, as Minerva and Tinia had originally intended. As established in previous episodes, the Assassin was unique in that he existed at a nexus of several important bloodlines that caused him to possess a high concentration of First Civilization DNA. Juno had the means to avert the imminent Catastrophe at any time (the technology and machinery had been completed over aeons with automated processes), but used it as leverage to force Desmond to lay his hand on the biometric pedestal – enabling her to transfer her consciousness into global communications networks.

What else can be said of Juno? Minerva's eleventh-hour intervention at the conclusion of Assassin's Creed III speaks volumes: she exhorts Desmond to opt for global apocalypse in preference to Juno's release. It's clear that Juno regards contemporary humans as being fit only to resume their existence as the slaves they were originally designed to be. We also learn that she still mourns the death of her husband, Aita, who died when one of the many experiments conducted to either avert or simply survive the Catastrophe went awry.



In addition to the passing of Desmond, Assassin's Creed III also features the death of series stalwart Warren Vidic: he is shot and killed by an Abstergo security guard influenced by Desmond's Piece of Eden.

After the closing credits of Assassin's Creed III, there is an abrupt shift in point of view. We hear an Abstergo technician working to interpret, disassemble and upload Desmond's genetic data to "the Cloud". This cryptic postscript is where our story recap ends – and Assassin's Creed IV begins...



Primer Game Structure & Progression

Introduction

This chapter focuses on abilities and concepts introduced during the early Sequences of the Assassin's Creed IV Black Flag story, and acts as a companion to the opening sections of the extensive, step-by-step walkthrough that follows.

While those who choose to read and consume the Primer in a single sitting will gain a broad understanding of the Assassin's Creed IV world and its many features, there's really no harm in skipping straight to the game, with our Walkthrough chapter as your guide.

As the opening hours of the adventure introduce new concepts and abilities, we provide page references that will enable you to return to this chapter to learn about topics when they become relevant to your progression or performance. This approach means that you can avoid explanations or advice that you might find to be painfully obvious or redundant (of particular interest to readers well-versed in the Assassin's Creed series to date), but easily learn more about fundamental abilities that are rather more complex or broader in scope.

For later Sequences, the Reference & Analysis and Side Quests chapters take over as your primary source of insight, advice and analysis for new features and secondary gameplay challenges.

Main Missions & Optional Challenges

Assassin's Creed IV begins with a linear collection of main missions that gradually introduce gameplay concepts, abilities and different styles of challenges. For newcomers, the low difficulty of these opening tutorials offers a great opportunity to experiment and get a good feel for the game.

Once you complete the first few Sequences (story chapters), the "sandbox" begins to open up. In addition to main story missions, you will encounter a vast wealth of side quests, minigames and incidental challenges. Many of these are purely optional. However, participation will make your character wealthier – and, as a consequence, stronger and better equipped.

As the number of potential activities grows, you will find that all of the game systems that you encounter – from brief diversions to major side quest chains – are interconnected in one sense or another. Rather than taking a direct line to the next chapter in the main storyline, then, it's generally far more rewarding to unhurriedly investigate and enjoy uncharted areas that you encounter on the way, or new feature unlocks as they are brought to your attention. There is an astonishing level of variety in Assassin's Creed IV, and taking the time to explore it fully will pay off not just in terms of bonuses, but also in the sheer level of enjoyment you can gain from the overall experience.

Synchronization

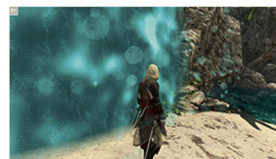
Synchronization is both the measure by which you succeed in the Animus, and the means by which you can judge your performance in each main Memory and side quest – and, for that matter, the entire game as a whole. Essentially, it's a representation of how much of the game you have completed, 100% Synchronization being the ultimate goal. Almost every mission or task you engage in has a Synchronization score, which is added to your cumulative Synchronization rating after you complete it.

You can view your current Synchronization for individual Memories and total progress via the Progress Tracker tab in the Pause menu.

Desynchronization

While Synchronization is a measure of success, Desynchronization is the consequence of failure. You cannot change the lives of the characters whose memories you explore, but must experience them with great fidelity. Diverging too radically from the "true" course of events causes Synchronization to be lost – and a swift return to a previous checkpoint.

Desynchronization can occur under the following conditions:



- **Death:** This ensues whenever the Life Bar is reduced to zero, which happens most frequently in combat situations, but is also the result of falls from great heights.
- **Failed objectives:** Failing to comply with key mission parameters will lead to a return to a previous checkpoint.
- **Moving out of bounds:** Attempting to visit a specific locale before the appropriate time, or moving outside the confines of a current mission area can cause a loss of Synchronization. There is a clear visual cue that provides a strident visual warning whenever you approach such boundaries (**01**). Take heed, and move away swiftly.
- **Anomalous behavior:** If you attack allies, civilians or domestic animals, Desynchronization will occur if you persist after ignoring an initial message of admonishment. There is, of course, a little leeway. Accidentally wounding the wrong individual during a pitched street brawl won't lead to serious repercussions.

Optional Objectives

In addition to mandatory objectives (such as avoiding detection, protecting allies or winning battles), main story missions and many side quests also feature Optional Objectives. Completing a mission might contribute 80% of the Full Synchronization total, but to gain the maximum value, you also need to fulfill the secondary criteria set out in the Optional Objectives.

On one level, these exist to encourage a certain style of play: to make players surrender the assassination abilities and attempt a bloodless infiltration of a heavily guarded area, for example. Others function as a more direct test of your prowess, such as a time limit for the completion of a specific task.

The main reason to complete Optional Objectives is to increase your Synchronization rating. If this isn't important to you, or you would prefer to return to a challenge later, there is absolutely no penalty for failure.

Progress Tracker & Memory Replay

The Progress Tracker option in the Pause menu enables you to study your progress in all main story missions and side quests to date. In addition to your total Synchronization, you can also check individual Memories to find instances where you are missing an Optional Objective, and replay them if you wish. The Replay option moves Kenway back in time and places him next to the appropriate Memory Start marker.

- Hold  to jump to the end of cutscenes. Note that certain cinematic sequences (such as short establishing shots or transitions) cannot be skipped.
- You must complete an entire Memory and wait to be returned to the DNA Tracker menu for Optional Objectives to be recorded. Partial playthroughs do not count.

Life Bar: This represents Kenway's physical state. While free roaming, bars depleted by tumbles and miscellaneous knocks are quickly regenerated. During combat, the process is much slower.

Controls HUD: This section of the display highlights contextual actions that can be performed with the face buttons of your controller (⬆️⬅️⬇️⬅️).



Money: Kenway's current personal fortune, always displayed in Spanish *reales* (R).

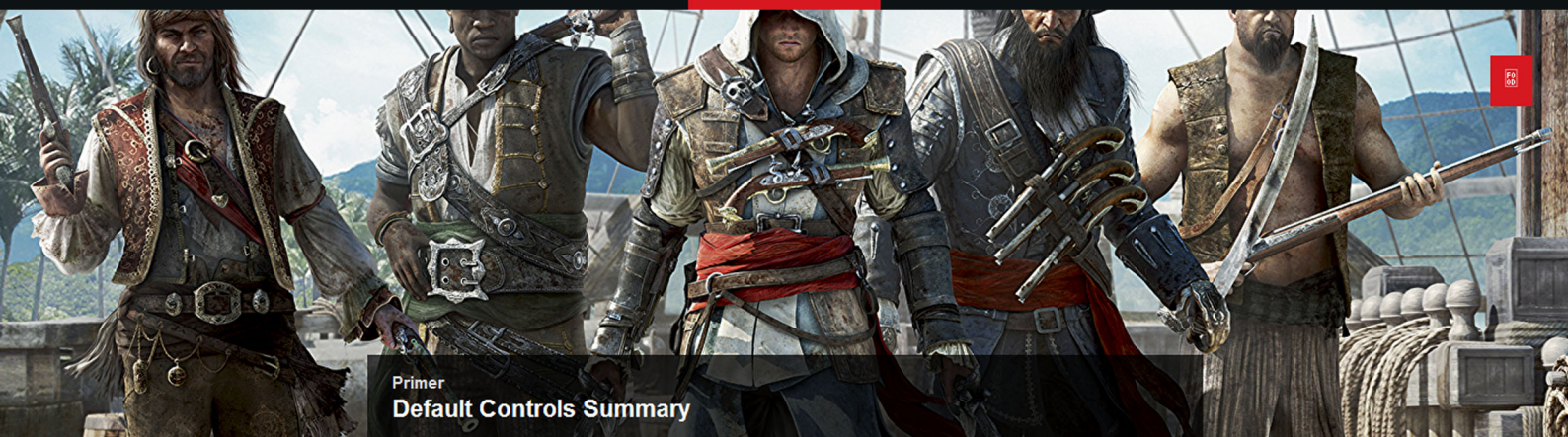
Compass: The arrow attached to the mini-map always points north.

Mini-Map: This illustrates Kenway's immediate surroundings, including essential details such as potential enemies and points of interactivity. See page 31 to learn more.

Ammunition: When Kenway is equipped with pistols, these bars indicate how many shots he can fire before a reload is required. The total number of bullets he has in reserve is shown by the number below.

Tool: Kenway's currently selected Tool — the secondary attack or action activated with ⬆️. This can be a ranged weapon (such as a pistol), a special ability (such as Throw Money), or a special device (such as Smoke Bombs). You can change between all actions in this category with ⬅️ and ➡️.

Weapon: This displays Kenway's chosen weapon (or his fists if he is unarmed). Unless mission constraints or a lack of a suitable target dictate otherwise, attacks with the selected weapon are launched by pressing ⬆️. You can change weapon with ⬅️ and ➡️.

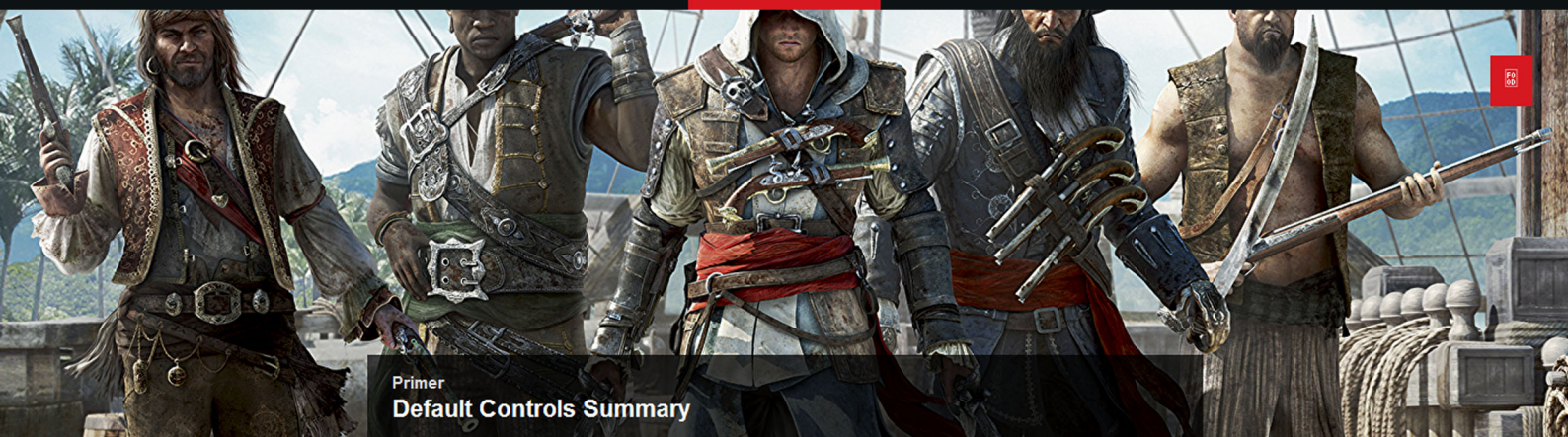


Primer
Default Controls Summary

As Xbox 360, Xbox One, PS3, PS4, Wii U and PC players own different control devices, we use the standardized terms presented in the table below to refer to each button in many areas of the guide. These should be easy to recognize, but you can refer back here if you need to refresh your memory at any point.

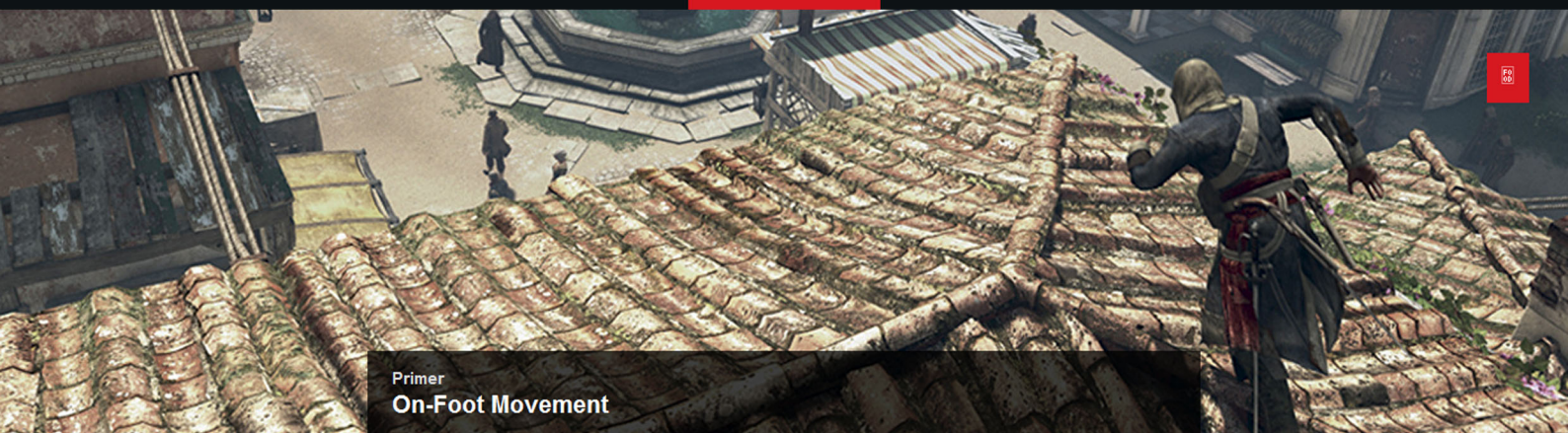
Note that this is not an exhaustive list of controls and commands, but simply a handy recap of all functions that are most pertinent during the opening stages of the game. You will find a complete moves overview in the Reference & Analysis chapter. Our guide to all naval controls and features begins on page 228, though reading it is by no means necessary until you reach later Sequences – onscreen prompts will tell you everything you need to know during early missions.

Xbox 360 & Xbox One	PS3 & PS4	Wii U	Standardized Term	Summary
				Used for basic movement; also employed for directing attacks during combat.
				Used to control the game camera.
				Used to equip the weapons and tools of your choice.
				Most regularly used to perform manual jumps, the Fast Walk ability, and to break an enemy's defense.
				As well as being the main button for interactions, it's a regular feature in all areas of the game – particularly climbing (releasing ledges) and combat (it's the gateway to the vital counterattacking system).
				The primary attack button; also used to perform assassinations.
				Activates the currently selected Tool – a secondary weapon (such as a pistol).
	(PS3) (PS4)		High Profile Button	Hold to switch to High Profile mode, which enables activities such as faster movement, free running and climbing. Also used to fire weapons while aiming manually.
	(PS3) (PS4)		Manual Aim Button	Hold to activate Precision Mode, which is used to manually aim projectile weapons.



Primer
Default Controls Summary

	 		Collectibles Button	Hold to display a summary of activities and collectibles in your current location.
	 		Reload Button	Used to reload Kenway's pistols.
				Activates Eagle Vision.
				Forces the game camera to face directly ahead.
 (Xbox 360) (Xbox One)	 Options Button (PS4)		Pause Button	Enters/exits the Pause menu and the Animus Database entries that appear onscreen.
 (Xbox 360) (Xbox One)	 Click Touchpad (PS4)		Map Button	Opens the main map.



Walking & Running

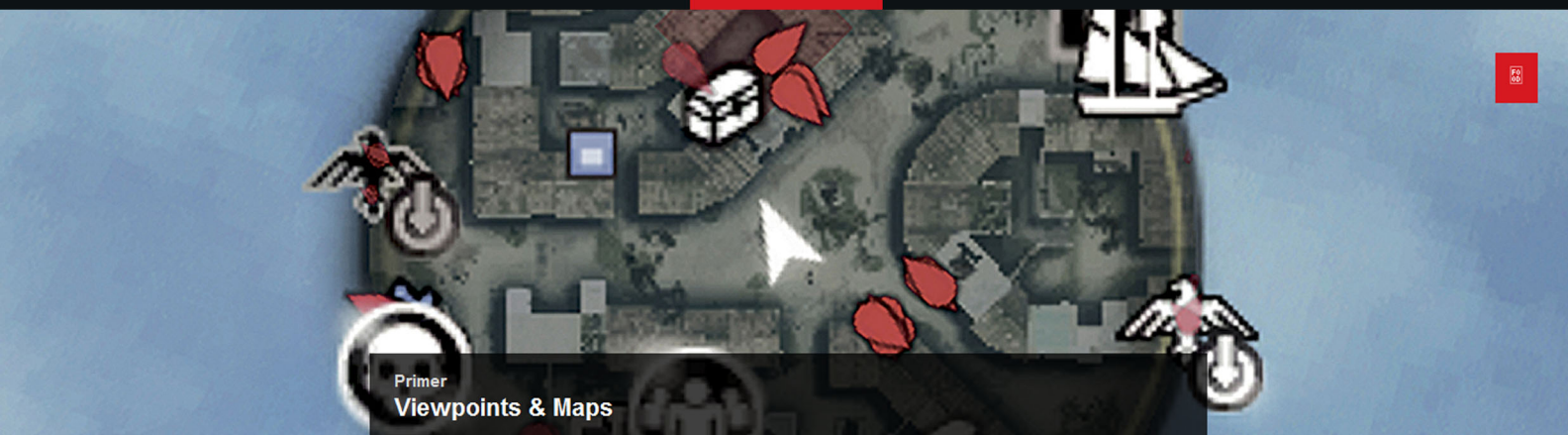
- **Movement & Camera:** Use **L** to move Kenway, and **R** to control the camera. Note how Kenway's movements are made in relation to the direction that the camera is facing. Tilting **L** forward will always cause him to move "into" the screen. You can also click **R** at any time to swiftly align the camera in accordance with the direction that Kenway is facing.
- **Fast Walk:** While walking with **L**, hold **LB** to activate the Fast Walk function. Kenway will move at a slightly faster pace, and automatically reach out to gently push civilians aside, making it extremely useful for navigating crowds. It's also a great way to keep pace with a target without attracting attention by breaking into a jog or run.
- **Run:** Use **L** + High Profile Button to make Kenway run. The degree to which you tilt **L** and the extent to which you hold down the High Profile Button governs his movement speed. A slight extension results in a jog; full extension leads to a sprint.

Free Running

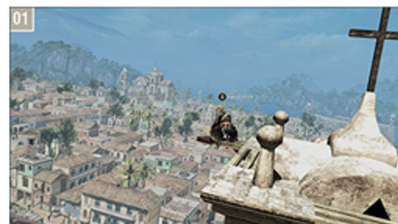
Though scaling buildings or leaping from rooftop to rooftop may seem like demanding feats, you will find that these activities don't require great finesse or advanced gaming prowess. It's actually your ability to identify distinctive free run "courses" that really matters.

As long as you point the astonishingly agile Kenway in the right direction, he will do the hard work for you. Once you acquire the ability to plan in advance, the physical inputs that enable you to move along your chosen route become an entirely instinctive activity.

- **Free Running:** Boiled down to its very essence, free running is performed by holding **L** + High Profile Button, and directing Kenway on a course that he might reasonably hope to follow (**01**). An essential lesson to learn is that Kenway will only perform jumps when a suitable surface or hand-hold is within his range. Run him to the edge of a tall building where a fall might lead to injury or death, and he will come to an abrupt halt (**02**).
- **Manual Jump:** When you need to override Kenway's caution to make a leap that lies just outside his default range (**03**) or may result in physical harm, press **L** in the required direction, hold High Profile Button, then tap **LB**. To reduce the damage sustained in large falls – and, in chase situations, preserve forward momentum – hold **L** in the direction of motion to make him roll on contact with a solid surface.
- **Free Run Courses:** You will regularly encounter free run "courses" that begin at ground level (**04**). These can be used to ascend or descend quickly and safely to different elevations.
- **Swinging:** Kenway will automatically swing from poles, branches and the like while you hold **L** + High Profile Button.
- **Leap of Faith:** Whenever you can see water or a hiding place comprising leaves, hay, branches or a similar "soft" landing position, the quickest and most convenient way to reach a lower level is to perform a Leap of Faith (**05**). Tilt **L** in the direction of the required landing position, hold the High Profile Button, then tap **LB** to perform a spectacular swan dive. The availability of a suitable landing point below is often signposted by the presence of birds or bird droppings on ledges.



When you first arrive in a location, the entire map (and, by extension, mini-map) is blank. Fortunately, the Caribbean region is dotted with lofty vantages that Kenway can scale, known as Viewpoints (01), and marked with a distinctive icon. After reaching the appropriate summit or perch, you can press  to "Synchronize" with the environment. Viewpoints that you have yet to Synchronize with are represented by white outlines with a black center on the main map and mini-map (); Synchronized Viewpoints have a black outline with a white center ().



Synchronizing at a Viewpoint immediately reveals the surrounding terrain, including any points of interest in that vicinity, side quest start positions and other optional activities. Furthermore, whenever you stand on the beam of a Synchronized Viewpoint, all points of interest within a wide area – including collectibles and activities – are highlighted by icons superimposed over their actual position. This is a feature you'll regularly exploit when you come to use Viewpoints as Fast Travel destinations later in the main storyline, which can help to drastically cut time spent moving from A to B. For this reason, we strongly advise that you climb Viewpoints whenever you encounter them.

Main Map

You can access the main map at any time during active play by pressing the Map Button. Kenway's position is represented by the hooded Assassin icon (), with the accompanying arrow corresponding to the direction that the camera is facing – not Kenway himself.

Use  to move around the map, and  to control the zoom level. Use  to zoom out to the maximum level (useful for quickly ascertaining your current position in the Caribbean), and  to center the cursor on Kenway. To see a description of any icon on the map, move the cursor over it. You can also press the Manual Aim Button to bring up a complete legend for all icons used on the map. Pressing the Reload Button and Collectibles Button will make you cycle between filters and display icons by category.

Mini-Map

The mini-map shows a small portion of the main map (02). The arrow on the outer edge of the mini-map always points north. The arrow in the center represents Kenway.

All places of interest, points of interactivity and active waypoints within Synchronized areas are marked by icons on the mini-map. The icons appear in full size when they lie within its boundaries, then shrink and disappear from view as Kenway moves away from them.

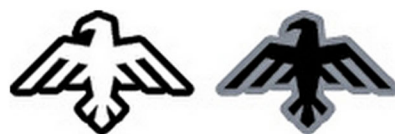
Some icons appear at all times. Memory Start locations for main story missions, objective-specific waypoints and manual markers (placed on the main map) are always clearly displayed. If these destinations lie outside of the current mini-map area, the icons will move to the outer rim of the mini-map to indicate their approximate location.

Key Map Icons

	Kenway		Enemy
	Main Story Mission		Enemy Marksman
	Ally		Viewpoint
	Target		Custom Marker
	Destination		Kenway's Ship

Fast Travel

Once the Fast Travel feature is unlocked, you can press  while highlighting a suitable map icon (such as a Viewpoint or the icon of a discovered location) to initiate a near-instantaneous transfer to that locale. As a rule, your ship will always be transported with you.



Custom Marker

Though the main map screen is useful for route planning and gaining an understanding of the distances involved in many endeavors, one of its most useful features is the ability to set a Custom Marker waypoint with . This can be used to explore without losing your bearings, or to break long or complicated journeys into smaller sections.



Using a Custom Marker to highlight a map icon (such as a shop or Viewpoint) will make the site in question appear on the mini-map, even if it is a great distance away. You will also notice an icon appear on the main screen when you face the direction of your target (even if they are obscured from Kenway's view), accompanied by a distance measured in meters. This helps to simplify the process of finding known collectibles and identifying the precise position of a Viewpoint Synchronization platform.

Map Coordinates

As you zoom out on the main map, you will notice a system of coordinates. These take the form of two three-digit figures, separated by a comma.

The **first number** is the abscissa, also known as the X-coordinate. This corresponds to the horizontal axis on the map. The 0 value is set on the left (west) edge of the map, and this value increases as you move the cursor to the right (eastward), up to a maximum of 1,000 when you reach the eastern edge of the map.

The **second number** is the ordinate, also known as Y-coordinate. This corresponds to the vertical axis on the map. The 0 value is set in the bottom (south) edge of the map, and this value increases as you move the cursor up (northward), to a maximum of 1,000 when you reach the northern edge of the map.

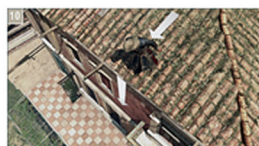
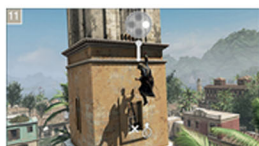
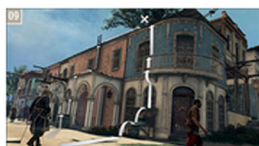
Each point (and therefore location) on the map has a unique set of coordinates expressed as "xxx,yyy". This system can be of great use to ascertain the exact position of a town or an island in the Caribbean region. We also use it in the Side Quests chapter to specify the location of certain collectibles, missions and other points of interest.

- **Vault:** As the **L** + High Profile Button combination either initiates a climb or partially "locks" Kenway to a free run course on contact with solid objects, the act of climbing over a fence or equivalent low obstruction can lead him to pause briefly as he hops onto the surface. To vault such objects in a more fluid (and slightly faster) fashion, press and hold **○** as you approach them. You can also hold this additional button to make Kenway automatically drop from ledges and prevent unnecessary jumps.
- **Free Running in Trees:** Just as barrels, crates and upturned carts might mark the beginning of an urban free run route, many tree-based courses begin with a recognizable start point – such as a stump where a trunk once stood, with a thick bough extending outwards (**06**). You might also begin by running up a trunk to reach a low branch, or by leaping from another platform, such as a rock outcrop or rooftop.
- **V-shaped Sections:** Many trees feature V-shaped sections that Kenway can leap through en route from one branch to another. Some larger trees may contain more than one V-shaped position (**07**). To ascend from one V-shaped section to another at a higher elevation, tap **○**. This is much more convenient than realigning the camera with **R** to climb manually.
- **Route Recognition:** With free running and climbing, the real challenge isn't the use of **L** to move: it's judicious use of **R** to command the camera, enabling you to identify, plan and adapt your route throughout any given pursuit, escape or journey. In short, the essence of mastering climbing and free running is being able to read your environment clearly. You shouldn't just see the world in terms of doorways and windows, or trees and branches, but in a more pure sense as waypoints that combine to form routes (**08**).



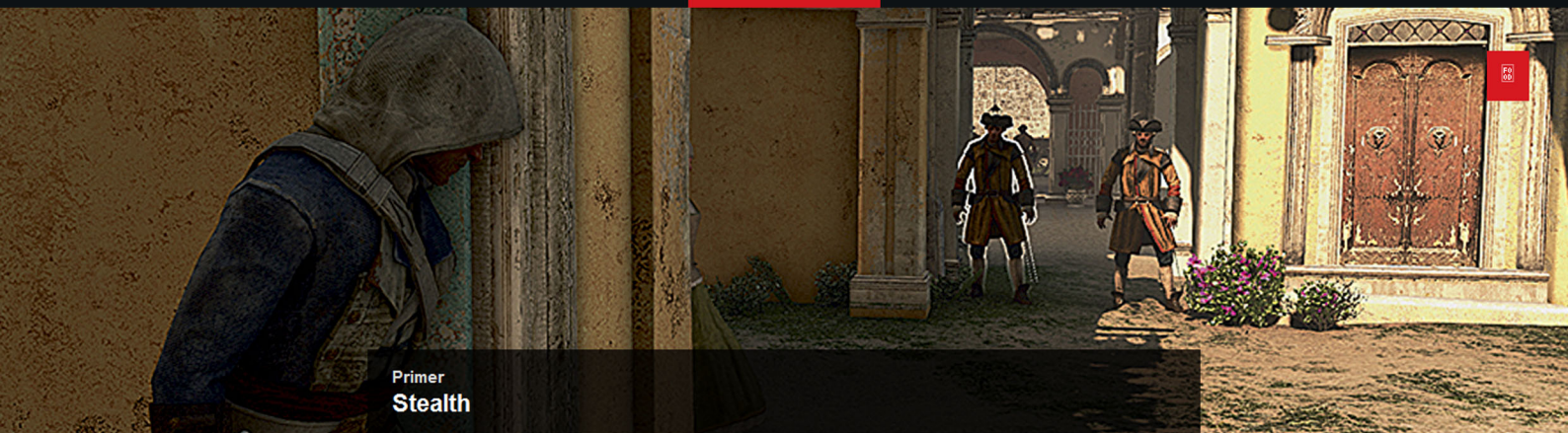
Climbing

- **Climbing Basics:** To begin a climb, simply run Kenway into a solid surface with obvious handholds within his reach. Use **L** to ascend, traverse to the left or right, or descend. Employing **R** to adjust the camera and see the route ahead is a vital skill. Buildings in urban areas invariably offer several potential climbing routes to a destination (**09**); identifying the quickest and most direct of these is a talent you acquire with practice.
- **Descent:** To begin a descent from a standing position on a high vantage point, hold **L** as you approach a suitable edge area and Kenway will peer down (**10**). Press **○** to make him drop to a hanging position on the ledge, initiating a climb.
- **Drop:** To make Kenway release his grip on a surface while climbing, tap **○**. He will begin to fall to the ground. To perform a "catch back" on another ledge as he falls past, press **L** towards the surface (**11**).
- **Drop:** To make Kenway release his grip on a surface while climbing, tap **○**. He will begin to fall to the ground. To perform a "catch back" on another ledge as he falls past, press **L** towards the surface (**11**).
- **Back Eject & Side Eject:** While climbing, hold the High Profile Button and tap **○** to perform a Back Eject (**12**). This will cause Kenway to spring away from a surface, automatically grabbing a ledge behind him or dropping to the ground. If you tilt **L** sideways at the same time, you will perform a Side Eject instead.



Swimming

- Swim: Use  to move in water, and hold the High Profile Button to increase Kenway's stroke rate.
- Stealth Swim: Press and hold  to perform a Stealth Swim, where Kenway will dive beneath the surface, disappearing from view. You can still move with , though at reduced speed. This is perfect for evading the gaze of sentries while infiltrating guarded areas via water, or for avoiding gunshots during an escape. The white onscreen meter indicates how long you have before Kenway must surface for at least one lungful of air.
- Exit Water: Kenway will automatically switch to wading in shallow water. To climb onto a surface above his position but within his grasp, hold the High Profile Button and steer Kenway in the appropriate direction.



Primer
Stealth

Though more than capable of distinguishing himself in any kind of fight, there are many instances where Kenway's interests are best served by avoiding open conflict. You will often take part in scenarios where stealth is mandatory, or simply leads to a more rewarding outcome.

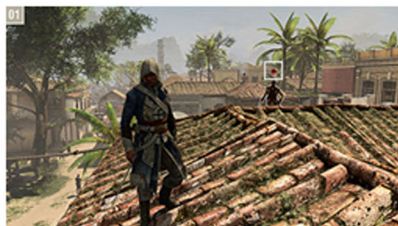
Low Profile and High Profile

The first lesson you should learn about stealth in Assassin's Creed IV is that if you can't stay out of sight, you should at least do your utmost to be as unobtrusive as possible until you can disappear. There is a clear distinction made between the types of actions you can perform. Those that are described as High Profile – such as sprinting, free running and attacking – are likely to draw attention, whereas Low Profile behavior pretty much entails acting like a nondescript citizen. As a general rule of thumb, actions performed while holding the High Profile Button (quite naturally) belong to the High Profile category, and are often incompatible with stealth approaches.

Detection Meters & Enemy Behavior

A distinctive circular icon appears above the heads of potential hostiles – or, if they are currently off-screen, a position on the screen border representing their approximate position – whenever Kenway arouses their suspicion (01). These visual indicators are accompanied by distinctive audio prompts, and appear under the following basic conditions:

- If Kenway performs antisocial or extravagant, High Profile actions – such as acts of violence, or theft.
- Whenever Kenway is seen trespassing in a Restricted Area, marked in red on the mini-map, or if his current objective leads him to a place where his presence is not welcome. There is a new (and quite superb) visual cue that you can use to judge if Kenway might be attacked by guards in an area: whenever he is trespassing, he raises his hood.
- If Kenway is known to potential assailants: some missions feature situations where guards will attack without fail once they identify him.
- Special conditions that determine that certain individuals are set at a high state of anxiety or alertness – for example, a target that you must follow as a mission objective.



Detection Meters are extremely easy to interpret.

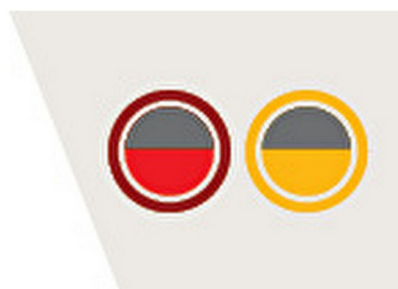
The color of a Detection Meter is used to indicate whether a hostile can see Kenway: red if he is in their line of sight, changing to yellow when he slips out of view.

The inner circle represents the overall level of suspicion, and will gradually fill as Kenway stands within a hostile's field of view. Stepping out of sight or hiding will cause it to deplete.

If the central meter fills completely, Kenway is identified and all hostiles within the immediate vicinity will rush to attack. At this stage, the entire Detection Meter will be fully red when enemies can see him, and fully yellow when he is out of view.

The fill rate of the Detection Meter during the initial suspicion phase is determined by Kenway's actions and the proximity of the guard. High Profile actions such as running and climbing accelerate the process, so it's usually wise – unless flight is necessary – to use the Fast Walk ability to move out of sight or into a suitable place of concealment. Suspicion rises slowly at a distance, but speeds up significantly when a guard is closer. At very close range, detection can be instantaneous.

- Many potential hostiles are less than vigilant, and will not respond to brief sightings. More dedicated enemies will actively stop their current activity (such as a patrol or guard duty) to investigate a brief glimpse of Kenway. After a pause where they peer in his direction, they will approach him – or, should you wisely move him out of sight, his last known position. As long as they cannot see Kenway, they will return to their original post or patrol.
- In some situations, particularly when Kenway is trespassing, the initial suspicion phase is greatly accelerated – and there are even instances where guards practically attack on sight. In such instances, ensuring that you do not directly enter their field of view is of paramount importance.
- As Detection Meters can be seen through solid surfaces, you can use them to track the movement of an enemy and judge where to hide, or when it is necessary to reposition Kenway to avoid detection.
- During escape sequences, look around carefully before you emerge from your place of concealment. Even though combat may have effectively ended, some enemies in the area may still have partly filled Detection Meters. In these instances, even a brief glimpse will be sufficient for hostilities to be resumed. If you wait, you will eventually see the yellow icon disappear as the enemies in question go about their former business.



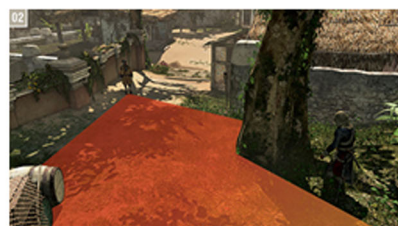
Fast Walk

The (Low Profile) Fast Walk ability (hold **L** + **○**) is especially important in stealth situations. This makes Kenway adopt a more purposeful stride than the basic walk, but does not attract any greater degree of attention than his default gait. If you need to move in plain sight to transfer from one place of concealment to another, this is often the best way to do so.

Line of Sight

Guards can only see Kenway if he moves into their line of sight. This invisible yet predictable cone of vision extends in the direction they are facing, but is interrupted by solid obstacles (**02**). Guards are not generally blessed with great peripheral vision, and will usually disregard Kenway if he is over 25 meters away.

In missions where Kenway is required to follow targets and keep them within sight, different rules apply. In such instances, it isn't his actual field of vision that is taken into account: the only concern is that you maintain "visual" contact by positioning the camera with **R**, irrespective of what Kenway himself can see.



Blending

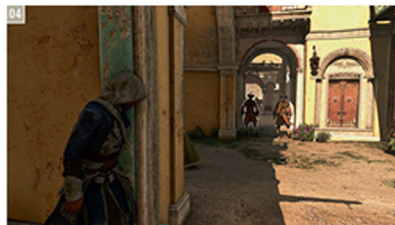
When in close proximity to two or more civilians, Kenway will automatically “Blend” in with them, enabling him to hide in plain sight (03). In bustling urban areas, Blending is the most common and effortless method of avoiding detection. The process of entering and exiting a Blend situation is always accompanied by visual and audio effects.



- During a Blend, a distinct visual pattern appears on the ground to indicate the borders of the effect. The color of Kenway and any citizens that he is actively Blending with is also adjusted, which can be useful when you attempt to make seamless transitions from one group to another on a busy street.
- Kenway must be standing still or walking to Blend. While Blending, he is effectively invisible to most potential enemies and individuals that he must follow or avoid. However, he can still be identified at close range: within a few meters, the subterfuge falls apart instantly.
- Entering a Blend will often allay the suspicions of nearby hostiles, causing active Detection Meters to drain and disappear while Kenway remains concealed. More alert enemies, however, may walk over to investigate. In these instances, you will usually need to quickly move between different groups – or leave the public area in favor of a back alley – to evade the potential assailant.
- When Kenway exits a Blend, there is a short period of grace (approximately two seconds) where he remains invisible. You can exploit this to transfer between different groups of citizens, or move safely out of sight.
- Illegal or reprehensible actions can immediately break a Blend. In open conflict, citizens will often back away or flee from Kenway as he approaches them, which makes Blending impossible.

Using Corners

If you approach and make contact with the edge of any suitably solid corner, Kenway will press his body against it and peer around to regard the area beyond (04). This doesn't render him entirely invisible (anyone approaching from certain angles may see him clearly), but it's a great way to get a clear look at a street or any other open expanse without moving into plain view. To leave this position, press **L** away from the surface.



Hiding Places

When Kenway needs to survey his surroundings without potential interruptions, execute a silent assassination, or escape a pursuing mob, entering a hiding place is often the best course of action. There are many different varieties of hiding place, which we will introduce after these tips and guidelines:

- Direct Kenway into a hiding place to make him disappear. With “soft” hiding places (such as piles of leaves or hay), you can also enter via a Leap of Faith or a standard jump from above.
- If you can break a clear line of sight between Kenway and his pursuers, entering a hiding place and remaining still will usually enable you to end open conflict. If Kenway is seen entering the hiding place, however, he will immediately leap out: you cannot use them while hostile witnesses can see him.
- Handily, hiding places appear as blue dots on the mini-map whenever Kenway is in open conflict.
- Hiding places are also used for some of the most efficient stealth assassination techniques – a topic we'll come to shortly.



Piles of leaves, soft branches, hay or produce are the most common form of hiding place.



Benches always offer a spare seat from which Kenway can seem entirely unobtrusive.



Wells are an effective hiding position when you find them – and the site of one of the more spectacular assassination animations.

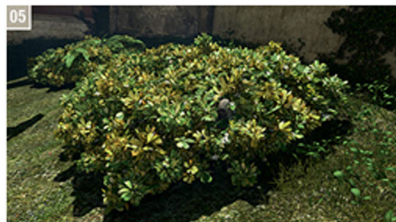


Outhouses (or “earth-closets”, “jakeses” or “privies”, as they were once known) are perfect hiding places, as they are usually found in alleyways and at the back of houses.

Stalking Zones

Stalking Zones are areas with plant life – such as patches of undergrowth, foliage or crops – where Kenway can hide (**05**). These are far more common than they were in Assassin's Creed III, and play a vital part in stealth-based gameplay.

- You must walk, not run, into a Stalking Zone to become concealed. As you cross the boundary where the zone begins, Kenway will automatically adopt a crouching position.
- In many ways, Stalking Zones function in the same way as Blending with civilians. As long as you remain within their boundaries, Kenway is invisible. However, he enters plain sight the moment he stands up, with no “grace” period to move to another place of concealment. For that reason, ensure that unfriendly eyes are facing elsewhere before you emerge.
- Kenway is also invisible to wild animals in Stalking Zones – a feature that becomes essential while hunting.
- Assassinations performed inside Stalking Zones will often go unnoticed unless other hostiles are close at hand to witness the act.





It doesn't take a great deal of provocation to incite many of Kenway's potential adversaries to violence. When conflict begins, fighting can be a valid strategy – but flight is often a more sensible solution.

- The first step to escaping is naturally to turn tail and run, moving Kenway out of sight of his chasing opponents. At this stage, the Throw Money ability and Smoke Bombs (see page 36) can be highly effective.
- Once you move out of view, a yellow circle on the mini-map () represents the area where Kenway's opponents will actively search for him. If you can move out of this zone without attracting further attention, or find a secluded place of refuge (such as a hiding place or a Stalking Zone) without being seen, the hostiles will eventually give up the chase. If Kenway is spotted by an alert opponent, however, the circle will be reset to his current location – prolonging the pursuit.



- Using free run courses and taking to the rooftops can be an effective way to put distance between Kenway and the soldiers on his tail, but marksmen posted on buildings or nearby towers may spot him from a long distance. Pay these a wide berth if you can. From an elevated position, a Leap of Faith into a hiding place often works well to end a chase.
- If you are close to a large expanse of water, taking a plunge and swimming away from the shore is an easy way to escape. If your adversaries open fire, dive beneath the surface immediately.

Chase Breakers

In certain urban areas (particularly Kingston and Havana), you will find open doorways or windows marked by small blue-white icons () on the mini-map. These Chase Breakers – also known as “pass-throughs” – can be used to put distance (and solid walls) between Kenway and pursuing hostiles, as they will be forced to take the long route to reach their quarry.

Lifts

Lifts serve a similar purpose as Chase Breakers, but offer a rapid journey to a higher elevation. Whenever you see a rope attached to some form of counterweight above (as pictured here), simply run Kenway towards the rope. He will cut it automatically, grabbing the free end to be propelled to a surface above. Any hostiles in pursuit will be forced to climb, offering valuable seconds to hide or move out of range.



Primer
Key Abilities

Throw Money & Smoke Bombs

Kenway can utilize the Throw Money ability and Smoke Bombs to great effect in a variety of social and combat situations. These are categorized as "Tools", and therefore activated by pressing . To select either for use, press  or K.

When you use the **Throw Money** ability () , Kenway will hurl a shower of coins around his current position (**01**). All civilians in range will immediately scramble for the currency; as the brief spectacle unfolds, any unengaged patrols or sentries will turn to watch the commotion. The effect lasts several seconds.

- The most efficient use of Throw Money is to complicate life for pursuing adversaries. If Kenway throws coins as he flees along busy streets, he can form impromptu human barriers that will slow down his opponents. It's especially effective when used to block the entrance to a narrow alleyway.
- Throwing money also works well as a diversionary tactic. Having guards turn to face the ensuing scrum enables you to attend to business you might not want them to witness. However, it has definite drawbacks in a stealth scenario, as it removes immediate Blending opportunities as citizens scramble for coppers. It may also serve to attract the very kind of attention that you are attempting to avoid.



Smoke Bombs () are items that can only be purchased or occasionally looted from slain opponents. By default, Kenway can carry a maximum of five at once. Though obviously of utility when escaping combat (creating literal "choke points" in narrow passages works brilliantly), dropping Smoke Bombs incapacitates opponents during battles (**02**), which makes it possible to assassinate them without resistance.



Pickpocketing

Pickpocketing is a risky yet moderately profitable way to acquire small amounts of money early in the story. It is also a technique that enables Kenway to relieve individuals of items that he requires to progress in a mission or side quest.

To pickpocket a target, move close behind them and hold . A circular meter () will show the progress of the theft (**03**). You must stay in close proximity (and match stride with moving targets) until the meter is filled to successfully complete the lift. This rarely arouses the victim's suspicion if performed during a Blend or while out of sight. The actual amount is determined by the class of the target: a gentleman decked in fine attire will yield more than a man clad in rags.



Naturally, this manner of crime will immediately cause any soldiers (or, more specifically, anyone represented by a red marker on the mini-map) who witness it to attack Kenway, so it's wise to ensure that they are either looking elsewhere before you begin – or, better still, are nowhere to be seen. As a point of interest, it is possible to pickpocket soldiers, but it's rarely worth the heightened risk.

Whistling

Whenever Kenway is hidden within a hiding place, Stalking Zone or leaning against a corner, you can press  to have him whistle to attract the attention of nearby guards, who will move to investigate. This is obviously a great way to set up Low Profile assassinations, but only if there is a single guard within range.

If there are multiple targets, whistling might not seem like the most prudent course of action – but it can actually be a simple yet efficient diversionary tactic to draw patrols off course, or pull guards from their posts. If there is no cause to avoid combat, it's a good way to draw opponents to a secluded spot where conflict is less likely to attract the attention of reinforcements.

Whistling is extremely effective as a method of luring troublesome guards into Stalking Zones, as assassinations performed within these areas will often pass unnoticed unless there are other hostiles within a few meters of the act. There are many stealth-based missions where this simple ability can transform a fiendishly complicated infiltration into a relative stroll.

Looting & Hiding Bodies

To loot a body, stand over it and hold  (**04**) until the circular meter fills. If you have multiple bodies to deplete, hold the button permanently as you move between them: Kenway will automatically begin looting when you move within range. Most adversaries relinquish ammunition and a small sum of currency. If you diligently rifle through the pockets of combatants whenever your stocks of Smoke Bombs or bullets are low, you need never purchase these items from stores.

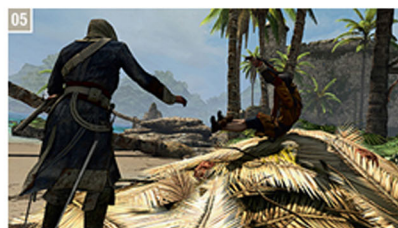
Some situations call for assassinations that leave a troublesome corpse in plain view for a later patrol to discover. If Kenway will be staying in the vicinity, this might upset carefully laid plans. Tap  while standing above a body to pick it up. To avoid accidentally grabbing a dropped weapon instead, refer to the contextual display in the top-right-hand corner of the screen: this will always reveal if the action is possible. Kenway's movement speed will be reduced while he is carrying a body. Tap the same button again to drop it. Throwing bodies into hiding places (**05**), Stalking Zones and deep water enables you to dispose of them permanently.

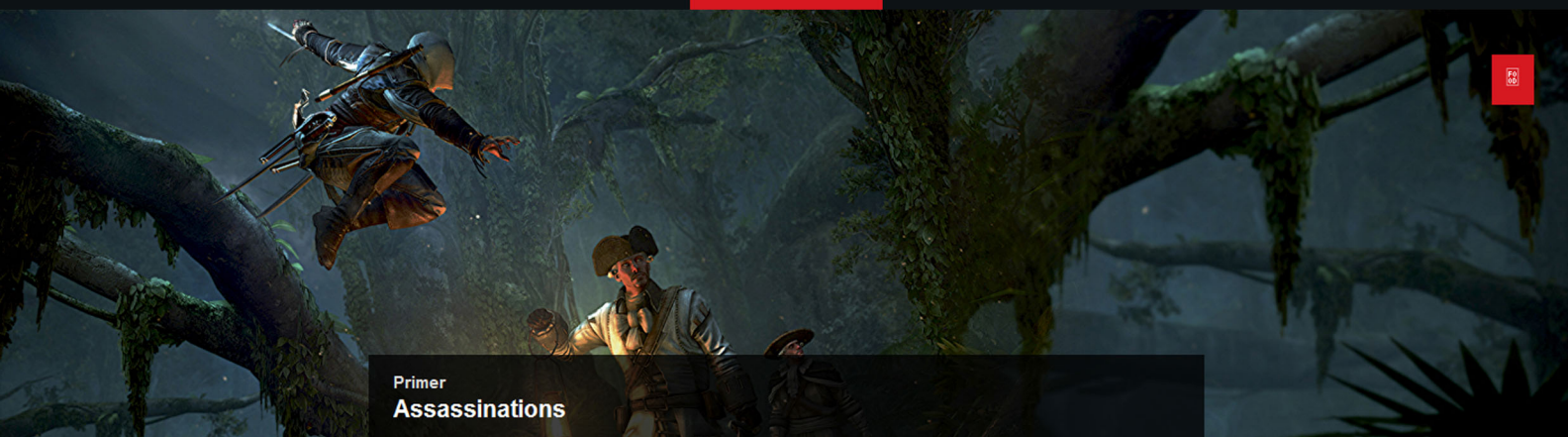
Eagle Vision

Eagle Vision has many different applications. After you press  to activate it, Kenway's perception of the world changes (**06**). It is automatically deactivated whenever he breaks into a run or performs other High Profile actions.

There is a distinctive color scheme in Eagle Vision: objective-specific targets are gold; enemies are red; allies are blue; most citizens have no hue at all. Points of interest (including hiding places, Stalking Zones and areas of special interactivity) are also highlighted by a white glow.

Eagle Vision has a new function whereby potential hostiles and persons of interest (such as an individual that Kenway must follow during a mission) will be "marked" when viewed in this fashion, which makes them visible through solid objects. This can be used to maintain visual contact during chases or while following people, and to build a clear picture of guard movements during infiltrations. These Eagle Vision highlights are lost once Kenway moves 35 meters away from a target.





There are many different contextual assassination techniques, though they can be separated into two groups: those that are **Low Profile**, thus suitable for stealth situations, and **High Profile** kills that are much more likely to attract attention. As a general rule of thumb, an assassination performed with  alone will be low-key in nature, while holding the High Profile Button will lead to a more showy and violent killing move.

- Pay close attention to the highlight () that signifies your current target when you perform assassinations, particularly aerial kills. Be sure to adjust Kenway's position and the camera to select the correct opponent.
- Most assassination types can be performed either on a single target, or on two targets in close proximity.
- High Profile assassinations function at a greater range than their more discrete Low Profile equivalents. If a target won't move within range for a stealth kill, and potential witnesses are looking or moving elsewhere, it's often easier to just go for the spectacular kill and hide the body afterwards.

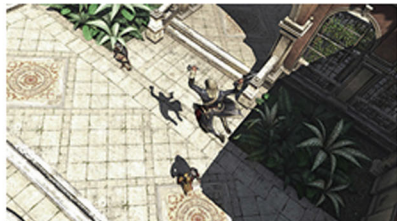
Standard Assassination: Performed while level with one or two aligned targets.

- **Low Profile:** Kenway will stab his targets discretely, though this will still lead to consequences in plain view of others. It's highly effective when employed from behind on sentries or patrolling guards; use the Fast Walk ability to close the gap without creating noise.
- **High Profile:** Kenway will leap and knock the targets to the ground as he delivers the killing blow. Note that this can be performed while running.



Air Assassination: Performed from above with one or two targets in close proximity.

- **High Profile Only:** Kenway will leap onto highlighted victims from above, killing them instantly.



Ledge Assassination: Performed while hanging from a ledge just below a target.

- **Low Profile:** Kenway will reach out to grab (and stab) the target, then hurl them over the ledge. This is useful if there are other hostiles on the same level that you really need to avoid, but not so great if there are patrols or guards below.
- **High Profile:** Kenway leaps up and knocks his quarry to the ground to perform the killing blow. This is the most efficient technique against solitary rooftop sentries.



Corner Assassination: Only available when pressed against a suitable surface.

- **Low Profile:** Kenway quickly rounds the corner, stabs the victim, then pulls them back and lowers them to the floor.
- **High Profile:** Kenway bursts into view to leap on his quarry.



Hiding Place Assassination: Performed from any kind of hiding place.

- Low Profile: Kenway will reach out and simultaneously grab and stab a target within range, then pull them into his place of concealment.
- High Profile: Kenway will leap out to stab a passing adversary.

Stalking Zone Assassination: Performed while Kenway is concealed within any type of Stalking Zone.

- Low Profile: Kenway will reach out to stab anyone just outside the Stalking Zone and pull them inside. Within these areas, targets killed are automatically hidden.

Non-Lethal Takedowns: Some missions have Optional Objectives that specify that Kenway should not kill any adversaries. In these instances, switch to Unarmed mode (). If you then sneak up behind a target and tap  , Kenway will silently incapacitate them.





Primer
Combat

The advice we offer here is designed to cover the fundamental features of the Assassin's Creed IV combat system. Once open conflict becomes more demanding in later Sequences, you'll find plenty of essential stats and additional strategies in the Reference & Analysis chapter.

Combat Basics

- **Combat Mode:** Once a fight begins, Kenway will automatically adopt a combat stance, and turn to face the enemy you direct him towards. Pay close attention to the white outline highlight that signifies your current target: this shows who you will be attacking. To change this, simply tilt **L** in the direction of your preferred target.
- **Attack & Combo Attacks:** To launch a melee attack on an opponent, press **○**. The amount of strikes required before an opponent falls depends on the weapon type used. Attacking in this fashion is generally only of use when you face few opponents, or a single strong adversary. In battles featuring numerous assailants, you will be far more effective if you employ a counterattacking strategy.
- **Parry/Counter:** Hold **○** to make Kenway automatically block incoming melee attacks. If you only tap the button instead, you will set up a counter: see "Counter Techniques".
- **Break Defense:** Press **○** to break an opponent's guard, enabling Kenway to launch an assault before they recover. Performing this move twice consecutively on an opponent will cause Kenway to kick their feet from underneath them (**01**), rendering them vulnerable to an instant killing blow as they lie on the ground.
- **Collecting & Dropping Weapons:** Outside of combat, tap **○** to collect or drop weapons. During a fight, you'll need to hold the High Profile Button while you tap the button to achieve the same result. The safest way to immediately drop an acquired weapon is to select another one with **△** or **+**.
- **Tackle:** A non-lethal technique, Tackle is employed while sprinting with the High Profile Button to knock a target to the ground. When Kenway is just behind his quarry, tap **○** to make him leap and propel them from their feet (**02**).
- **Escaping a Battle:** To leave active combat, hold the High Profile Button. This restores standard **L** control, enabling you to turn tail and escape. You can also use this technique to reposition Kenway if you feel that the initial battleground doesn't favor him, or if a nearby location offers a strategic advantage. A narrow alleyway, for example, could limit the effectiveness of enemy marksmen.



Counter Techniques

The use of counterattacking moves is an all-important aspect of the Assassin's Creed IV combat system: without it, fights become protracted and ridiculously difficult. To perform a counter, wait until you see the **!** icon appear above an opponent's head (**03**). This indicates that they are poised to strike with a melee attack. Tap **○** to set up your counter. (Don't hold it – this would result in a basic Parry.)

A successful **○** press initiates a temporary slow-motion state where you must tap a second face button to choose one of four counter moves (see below). If this window of opportunity passes, both the enemy attack and the counter attempt fail.





Counter Kill: Press  to kill an opponent instantly. This is by far the most effective and low-risk way to eliminate adversaries in large groups.



Counter Disarm: Press  to make Kenway deftly disarm his attacker. If Kenway is unarmed, he will claim his opponent's weapon as his own; if he is already using another type of weapon, the opponent's weapon will simply drop to the ground. To discard a weapon acquired from an adversary, just select one of your own weapons.



Counter Throw: Press  to hurl an opponent aside. You can use **d** to influence the throwing direction. Thrown enemies can be finished with a single attack if you can reach them before they clamber to their feet. Propelling enemies from high buildings or into water is also fatal.



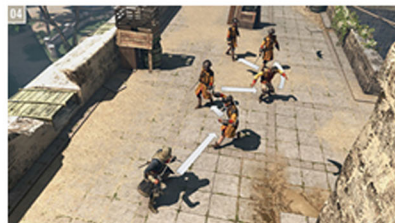
Special Counter: Press  to make Kenway counterattack with a weapon selected as his current Tool. Though it consumes ammo, this move can be very effective, especially against advanced enemy archetypes who are resistant to the Counter Kill move.

If two enemies attempt to attack simultaneously, pressing  alone will lead Kenway to counter kill both assailants automatically. This tends to be more common when he faces a large number of opponents at once, and is a great way to quickly even the odds. When you see attack notifications appear above the heads of two enemies at once, be sure to take advantage of this feature.

Kill Streaks

A Kill Streak is a combat technique whereby multiple opponents can be dispatched with instant-death attacks in quick succession.

To begin a Kill Streak, Kenway must either defeat an adversary with a combo attack, or perform a successful Counter Kill. During the killing animation, press **L** towards the opponent you wish to dispatch next (the one highlighted), then press **○** to "stack" a subsequent assault. If successful, Kenway will automatically move and lash out, killing your specified target. During this animation, you can use **L** + **○** to select the next victim. This can, theoretically, be repeated until all combatants save the victorious Mr Kenway lie beaten on the ground.

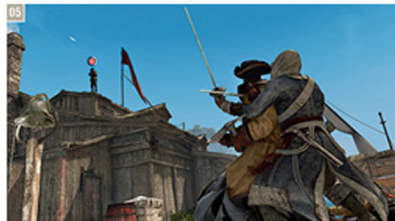


Kill Streaks end instantly if Kenway takes damage, or should he fail to make contact with an opponent – usually because they are too distant to reach. In pitched battles with aggressive antagonists, you can cancel a Kill Streak (or, essentially, start a new one) with a counterattacking move if an enemy seems poised to land a blow before Kenway reaches the next target.

The secret to successful Kill Streaks is to identify a route of opponents that will enable you to kill as many as possible in sequence, adapting your course on the fly as you "join" the moving dots (04). However, as with Counter Kills, it's important to recognize that some opponents are resistant to such attacks. This certainly isn't a problem you'll encounter during the opening hours of the adventure, but it will eventually complicate matters by compelling you to avoid such antagonists to keep a Streak active.

Human Shield

Whenever Kenway faces opponents using firearms, there is a danger that they will open fire, causing significant injury. This is usually foreshadowed by the appearance of a distinctive icon (05) over the head of the assailant poised to fire, or positioned at the border of the display for off-screen enemies. Within a short window of opportunity before the shot is made, you can grab any opponent in range to use as a human shield by pressing (05).



It can take a few attempts to get a feel for how to react to such situations. Don't panic if you tend to fail at first. There's a knack to identifying the danger and positioning yourself close to a suitable shield. What's more, it's not always strictly necessary to have an opponent nearby to avoid injury. You can also dodge by moving behind cover, which is easier if you break out of combat mode by holding **L** + High Profile Button.



Primer Naval Features

After a few hours of play that take place on solid ground, Sequence 03 of the main storyline introduces Kenway's ship, which opens up the Caribbean map for exploration. Over the Sequences (and many hours) that follow, the dramatic expansion in the scale and scope of Assassin's Creed IV is quite remarkable.

You'll learn how to identify military and trade vessels with the Spyglass, perhaps pepper them with mortar fire in advance, then move in close to breach their hulls with broadsides prior to boarding and fighting surviving crew members at close range. You'll become adept at engaging vessels equipped with naval rams, steering away from their aggressive charge at the perfect moment to drop devastating fire barrels into their course. In time, you'll even gain the option of assaulting military fortresses from the sea, before landing to defeat their garrisons with the assistance of your crew. For a change in pace after such excitement, you could instead seek a little solitude (and, naturally, treasure) in the depths with the aid of a diving bell – or simply sail in search of new destinations and unique vistas to experience.

Kenway's ship enables him to reach over 70 unique locations in the Caribbean map. Each one of these may feature side quests, collectibles, and any number of unique activities (such as smuggler coves to claim, and warehouses to raid). There are creatures to hunt on both land and sea... and men, for that matter, should you care to collect the bounties on their heads.

When the time comes to set sail for the first time, we'll wager that this Primer chapter will have little more to teach you. At that point, you can find our comprehensive guide to the naval features of Assassin's Creed IV in the Reference & Analysis chapter, and learn more about the activities available in the Caribbean in our giant, all-encompassing Side Quests chapter.



Memory 01 - "Edward Kenway"

- **Notes & Further Reading**
- There are no Optional Objectives for this Memory.
- Broadly, the events of "Edward Kenway" serve to introduce staple play elements, such as free running, climbing and combat. If you are new to the Assassin's Creed series, you will definitely benefit by studying the relevant sections of the Primer chapter: see page 22.
- Though there are numerous collectibles in the area, not all of them have been officially unlocked at this stage. Curb your completionist urges for now, and you can return to plunder the island with greater efficiency at a later date.

Mission Overview



When play begins after the short opening cinematic, run to the ship's wheel at the green waypoint marker and press  to take control. Though in-game tips, prior naval experience in Assassin's Creed III or your innate gaming ability should enable you to figure things out quickly, see "Ship Controls" if you need a quick recap. Edward Kenway's role in the battle begins as small ships move in to attack. Destroy these with broadsides, then engage your true opponent: an altogether more imposing vessel. A lightning strike seriously damages the structural integrity of the enemy ship as you close in on it, so it should take no more than three or four broadsides to sink it.

Ship Controls

During battles, your priority is to bring opponents into alignment with the port or starboard cannons. If you cannot see the targeting lines, it probably means that the cannons are currently directed at a point beneath the waves: adjust **R** accordingly, and they'll soon move into view. If you are a player who prefers to invert the Y-axis of camera controls, this is an opportune moment to pause and visit the Options screen. In addition to toggling the "cannon Y-axis" setting, you may also wish to adjust the "3rd-person camera: Y-axis" setting as well.

Command	Summary
L	Maneuver the ship
R	Adjust the camera; align the targeting lines while aiming
	Increase the ship's speed
	Reduce the ship's speed
Manual Aim Button	Bring up the cannon's targeting lines
High Profile Button	Fire cannons



After the cinematics, hold the High Profile Button and use **L** to swim to the green waypoint marker on the shore. Once another narrative interlude introduces your target, a chase begins. There is no time limit on this pursuit, so feel free to familiarize yourself with Kenway's remarkable agility. Rather than taking the obvious path (marked by a segmented white line here), hold the High Profile Button and follow the free run shortcut instead.



Cross the bridge and continue west, past the shallow pool (note that the compass on the outer edge of the mini-map always points north), then follow the route shown here to ascend to a higher elevation. This will enable you to reach a platform that extends from the top of the cliff to the north.



You can now use the nearby tower to reach the next area. Though technically optional, it's definitely worth taking the time to ascend to the perch at the top: this is a Viewpoint (see page 31). Press  here to Synchronize. This will uncover a portion of the surrounding map and provide a useful future Fast Travel position.



After Synchronizing, you can perform a Leap of Faith (hold the High Profile Button and , then incline ) into the pile of leaves far below. You can then follow the shortcut illustrated here; your quarry will appear in the distance as you move north.



After the brief free run, climb the wooden "ladder" to the north. Though you are actually free to explore the area for collectibles before you continue, there's no real benefit in doing so: you can easily return to this location at a later date. When you reach the top of the ladder, you should notice the Assassin run to the right and perform a Leap of Faith. Though you need to follow him, you can optionally take a short detour to Synchronize with the Viewpoint before you take the plunge into the water below.



After you land, take a few steps forward in the water: the Assassin will emerge from cover and fire on Kenway. You must then pursue him in a more direct chase. As long as you free run over obstacles and remain within 50 meters of Walpole, he will eventually turn and fight. A Counter Kill (see page 41) is the quickest way to dispatch him.



After the death of Duncan Walpole, play resumes in the area pictured above. Run to the end of the bough that extends over the cliff edge and Synchronize at the Viewpoint, then perform a Leap of Faith into the pool beneath.



Move out onto the bound log perch to the south and perform a Leap of Faith into the leaves below. As long as you move slowly in the low areas of vegetation (known as "Stalking Zones" – see page 35), Kenway is invisible to his enemies. From concealment, tap to lure the closest guard to your position, then tap to quietly assassinate him when he moves within range. You can then repeat this trick with the other nearby guard. Now sneak to the waypoint to the east via the continuous Stalking Zone. If you are quick, you can eliminate the two guards in close proximity with a double assassination from behind before combat begins. This will leave you with one soldier to fight immediately; other soldiers left on the beach may or may not join the fray. Once the battle ends, approach the merchant to trigger a cutscene.

Swim out to the ship and take the wheel with . Sail out of the bay via the route shown here to conclude the Memory. Alternating between the two movement speeds (to speed up, and to slow down) is wise in this maze of sand bars and other obstructions: all ships have improved maneuverability at half sail speed.

Present Day: Part One

At major junctures in the Assassin's Creed IV story, you will return to the "present" to experience a parallel narrative. Though there is scope for exploration and discovery later in the game, this initial visit to Abstergo Entertainment serves to introduce a handful of characters and concepts. Completing this first installment is a simple matter of moving where directed, and following prompts as they appear. After Melanie provides you with your communicator, you can press the Pause Button to open the communicator main screen. The main point of interest is the fascinating Employee Passport, found in the "my files" section, though you will also receive a handful of messages that you can read before you return to the life of Edward Kenway.

Whenever you approach a point of interactivity, a sound effect and a glowing icon on your communicator offers notification that you can press the specified button to perform an action, such as operating the elevator or activating your Animus to continue the story.

PRESENT CONTROLS

Command	Summary
	Movement
	View control
High Profile Button	Fast Walk
	Interact
	Enable/disable communicator display
	Access stored files (with communicator display visible)
Map Button	View current area map
Pause Button	Access communicator main screen and game options



PREVIOUSLY...

Edward Kenway, a privateer turned pirate seeking his fortune in the West Indies, narrowly survives a brutal naval engagement during a thunderstorm. After swimming through the wreckage of the encounter to reach the shore of a nearby island, he discovers a survivor from the enemy fleet. Duncan Walpole, an Englishman dressed in what we recognize to be Brotherhood attire, claims an urgent need to reach Havana to conduct important business. The two men clash – their animosity enkindled by Kenway's avarice and Walpole's failed attempt to murder him with a sodden pistol – and Walpole is killed after a lengthy chase. Resolving to impersonate the Assassin to defraud his contacts in Cuba, Kenway appropriates Walpole's effects and dons his uniform. Espying a suitable schooner in a nearby bay, Kenway rescues its owner (the merchant Stede Bonnet) from an unfortunate contretemps with corrupt soldiers, and the two set sail for Havana...

Memory 01 - "Lively Havana"

Mission Overview

Optional Objectives

- Tackle the pickpocket.
- Use Smoke Bombs to escape combat.

Notes & Further Reading

- This Memory starts automatically as Sequence 02 begins.
- You can learn more about combat (see page 40) and Smoke Bombs (see page 36) in the Primer chapter.

Accompany Stede Bonnet until you arrive at a weapons vendor, then purchase a new set of swords when prompted to do so. When Bonnet admits to losing his bearings, scale the church tower to reach the Viewpoint on the west face of the tower, then tap  to Synchronize.

After Kenway identifies the tavern, perform a Leap of Faith to land in the hay cart below. On landing, you must leap out and pursue the pickpocket that assailed Bonnet. The chase is fast and becomes increasingly involved. When you move within close proximity (which may take some time), tap  to make Kenway leap and tackle the pickpocket, who will then attack. Kill him, then loot his corpse. If you experience difficulties, or wish to complete the Optional Objective with ease, take the shortcut illustrated here to easily tackle him at the very start of the chase. (You can return to a checkpoint here at any time up until you kill and loot the pickpocket.)

Travel to the waypoint to reconvene with Bonnet. The tavern brawl acts as a tutorial for certain fundamental features of the Assassin's Creed IV combat system, so follow the onscreen instructions as they appear. When it ends, you are prompted to use Smoke Bombs to aid Kenway's attempt to escape the Spanish soldiers.

When play resumes, Kenway begins just next to the exit. Your objective is to escape the area. Quickly push through the crowd around the exit to the north, then swerve to the right outside and drop a Smoke Bomb () to disable the soldiers as they close in. Sprint for the alleyway and immediately drop a second Smoke Bomb as you enter to deter further pursuit. (Players with plenty of Assassin's Creed experience can optionally use the nearby Lift instead, though this makes it a little less likely that the soldiers will be incapacitated in the alleyway "choke point".)



Quickly climb to the rooftops via the ladder (if you didn't take the Lift) and follow the free run course shown here to leave the marked area without further incident. The path to the south is easy to follow, and the soldiers incapacitated by the second Smoke Bomb are unlikely to reach the rooftop to give chase before Kenway can disappear out of sight. There is a Hiding Spot at the end of the route shown here, though you may find that the chase (and, therefore, this mission) will end just before you reach it. When the "Lively Havana" Memory finishes, you are free to explore the town.

Memory 02 - "...And My Sugar?"

Mission Overview

Optional Objectives

- Hire Dancers to distract guards.
- Stay out of combat.

Notes & Further Reading

- You are now free to explore Havana at your leisure. Though some side quests and features are unavailable until later in the story, you can certainly unlock Viewpoints and pick up collectibles. You can also now use Synchronized Viewpoints in this area as Fast Travel positions.

- Ensure that you have at least 150 **R** in funds before you begin this Memory: you need it to complete the first Optional Objective. You can easily obtain this sum by opening a Treasure Chest.



Meet up with Stede Bonnet at the main mission position (!) at the docks and press  to begin when the prompt appears. After reading the Eagle Vision tutorial, activate the feature with  to "tag" the targets that you are following, then tail them from a safe distance. Whenever the guards are off-screen, a timer will appear – this is your cue to rotate the [camera](#) until you make visual contact again. Your targets will eventually cut through a guarded zone, clearly marked in red on the mini-map, known as a Restricted Area. In these locations, all potential enemies will grow immediately suspicious of Kenway, and soon attack if he remains in sight. Fortunately, you can easily skirt this particular zone without trespassing. Move to the south to remain approximately parallel to your targets as they exit.



The two soldiers will cross the street and enter another Restricted Area. Head south to arrive in the market area before they do, as shown here. At the market, Blend with stationary civilians to hide from the soldiers as they emerge from the Restricted Area. They will soon break into a run. Sprint to follow them, but always maintain a safe distance. Be especially careful when rounding corners. If Kenway is spotted, quickly move out of sight or Blend to allay suspicion.



When the chase ends, you will be prompted to eavesdrop on a conversation shared by the two soldiers. Hire the nearby Dancers (press ): they will surround Kenway, following him to provide a mobile Blend. At a walking pace (use Fast Walk – hold  – if a little extra speed is required), stay within the white boundary to listen until the conversation ends.

04

You now have a new target to tail: the Captain (shown here). Activate Eagle Vision to tag him, then follow at a discreet distance until he enters a Restricted Area. Wait outside until he emerges.



The Captain will set off on patrol when he leaves the Restricted Area. He will then follow the path illustrated here. As he approaches the market stalls, move behind him (Fast Walk works well at close range) and hold  until the Pickpocketing meter is completely filled to obtain his key.

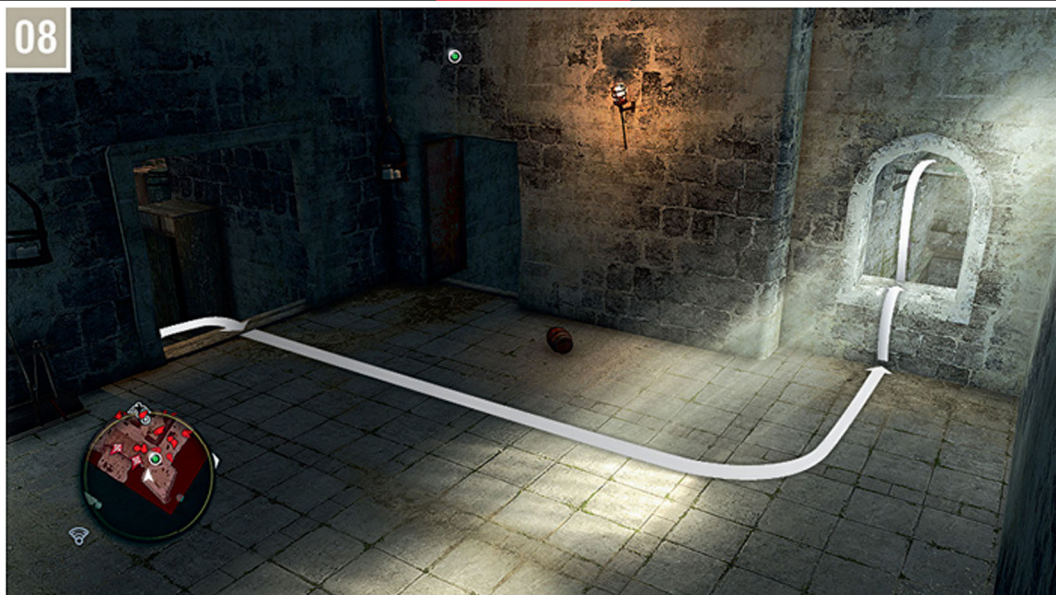


If they are still in Kenway's employ, press  to dismiss the Dancers. The entire fortress and its immediate environs are a Restricted Area, so you can't simply enter via the front gate. Instead, move to the south side of the imposing structure and sneak to the side door shown here. Try to stay close to the wall to avoid detection by the sentries above. The "stay out of combat" Optional Objective becomes active at this stage.

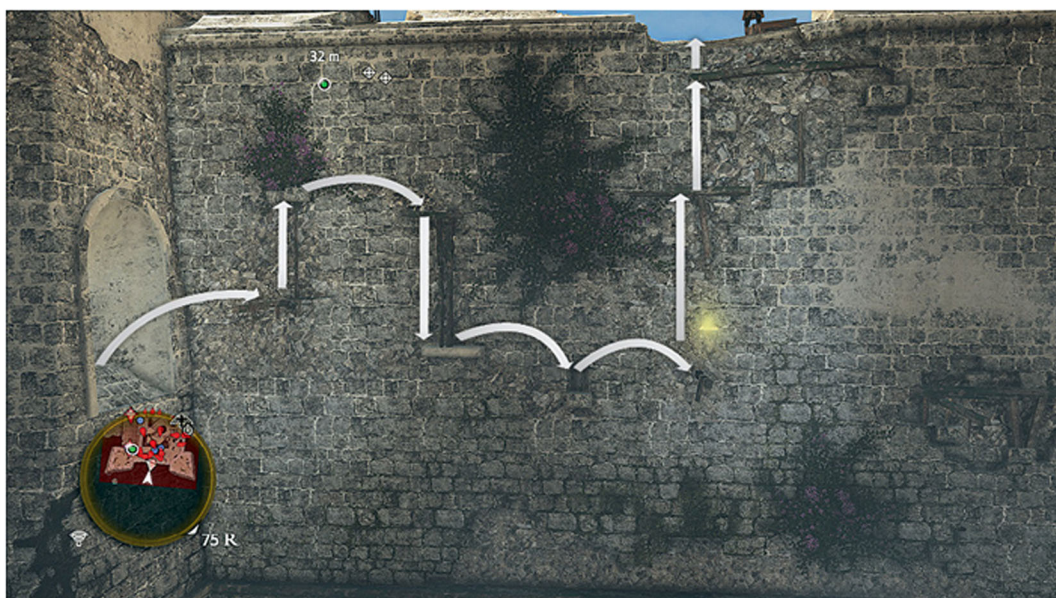


Press up against the left-hand side of the door, wait for a soldier (a Brute) to approach, then perform a corner assassination. Enter the fort and turn right, then eliminate a second guard from behind before he can raise the alarm.

08



Continue into the next room along, then leap through the window.



Follow the route shown here to reach the top of the outer wall; as a fringe benefit, you'll pick up an Animus Fragment during the climb.

10



At the top of the wall, look for a guard above your position, then perform a ledge assassination when he stands above Kenway. After checking that no one is looking your way (especially the rooftop sentry), you can then quickly climb up and sprint to the doorway (highlighted by a waypoint marker). Press  to trigger a cutscene.



Finally, leap from the wall into the sea below, swim out of the Restricted Area, then reconvene with Bonnet at the waypoint.

Memory 03 - "Mister Walpole, I Presume?"

Mission Overview

• Optional Objectives

- Complete Rogers' shooting challenge.
- Pickpocket all Templars.

• Notes & Further Reading

- We cover all primary assassination techniques.
- This mission leads Kenway to obtain his first pistol and the iconic Hidden Blades.
- Don't be misled by the sizeable sums that Kenway acquires while pickpocketing the Templars. The pickings available from the general populace rarely amount to more than a paltry handful of reales, and the risk of discovery means that this is a poor (and protracted) way to raise money for any purpose.



Head to the main mission marker in the south of Havana, then approach the gate and press  to begin. Use Fast Walk to speed up the stroll to the terrace.



After the cinematic, Kenway is given a set of pistols. Take a couple of practice shots, then wait for the two Templars to conclude their conversation. You then have the option to speak to Julien du Casse on the left to continue, or Woodes Rogers on the right to engage in a brief shooting challenge. To complete the related Optional Objective (and obtain a 350 **R** bonus), opt for the latter first. Your task is to shoot all marked targets within the time limit. For an easy victory, move from right to left, and start aiming at the first target before the timer appears. You can then reposition Kenway whenever you need to reload. It's possible to retry this challenge by speaking to Rogers again should you fail.



After you speak to du Casse to continue, the two men will call for a demonstration of assassination techniques. These occur in the following order:

- A. A standard assassination on foot:  alone in close proximity.
- B. Assassination from a Hiding Spot:  from inside the pile of hay.
- C. Assassination while blended: blend among the workers and press .
- D. Air assassination: climb onto the roof, look at the target below and tap .
- E. High Profile assassination: hold the High Profile Button and  to sprint at a target dummy and automatically stab it as soon as you are within range.



Approach the two men and press  to continue. Follow them until a cinematic begins. After the scene where Governor Torres bestows rings on Kenway and the two Templars, you regain active control for a small period of time. To complete the second Optional Objective of this Memory, you must pickpocket Torres, Rogers and du Casse before the Governor ends the meeting. This is simply a matter of standing behind each target and holding  until the theft is complete. After the cinematics end, Kenway is automatically transported to the gates of the mansion.

Memory 04 - "A Man They Call The Sage"

Mission Overview

• Optional Objectives

- Use the pistol in combat.
- Tackle the Sage from above.

• Notes & Further Reading

- If you have engaged in other pursuits before this Memory, ensure that you have a full supply of pistol ammunition before you begin.
- Even if you have neglected all non-plot activities, you will probably have accumulated a few thousand reales so far. Don't be too quick to squander this on non-essential items such as weapons or outfits. You'll soon benefit by investing significant sums in a major game feature, so saving your coins now will pay dividends later. It's also worthwhile to loot Treasure Chests whenever you encounter them: these can be a major source of income during the early Sequences. If you need a little assistance, refer to the comprehensive Charts & Collectibles section of the Side Quests chapter.



Interact with Woodes Rogers at the marked location to begin the Memory, then accompany the party as they walk through the city streets. When the Assassins begin their assault, decisive action is required to neutralize all targets quickly before Torres can be grievously injured. With single targets engaging other assailants, try to sneak up behind for cheap (but efficient) assassinations. Note that Assassins are immune to the first strike of a combo attack unless off-balance or distracted: use the Break Defense move () beforehand. If you press this twice in quick succession, you can knock them from their feet for an easy ground kill while they lie prone. When engaged in combat with more than one target in range, slaying an opponent (by whatever means necessary) will initiate a potential Kill Streak, which will enable you to dispatch the Assassins with greater speed. Your primary focus should be the targets that attack Torres; once his vicinity is clear, move on to kill any survivors shown on the mini-map.



Targets on the rooftops pose a serious threat to Torres and mission completion. Use the pistol to shoot these, where possible: at least one successful shot is required for the related Optional Objective. When Torres makes a break for safety, abandon combat and run with him to avoid Desynchronization.



When the Sage makes his escape attempt, set off in pursuit immediately – but don't make the mistake of attempting to follow him over the rooftops. If you keep pace on the streets below (see image), you can arrive at an optimal tackling position and simply wait for him to arrive. The only limitation is that you must remain within 50 meters at all times – both ahead and behind.



Take up position on the elevated area shown here, and you only need target the Sage and perform a tackle. There's no need to press a direction on : just hold the High Profile Button and tap to bring the chase to an end when he passes beneath. This is technically an aerial tackle (though not, granted, a spectacular example of the art), so it satisfies the second Optional Objective.

Memory 05 - "Claiming What's Due"

Mission Overview

• Optional Objectives

- Stay out of combat.
- Kill three guards from Stalking Zones.

• Notes & Further Reading

- Starting this Memory leads to an unbroken chain of three missions. If you have other activities that you would like to attend to in Havana, you may wish to complete them before you begin. Naturally, you will be able to return here later in the story.



Approach Stede Bonnet at the marked location and press to begin the Memory. When the cinematic ends, vault over the fence into the Stalking Zone shown here. Once Kenway is concealed, immediately press to whistle, attracting the attention of the closest guard before he sets off on a patrol. When he moves close, tap to assassinate him. You can then push forward and eliminate the second guard from the edge of the next Stalking Zone.



While paying attention to the two guards patrolling on the path, make swift transitions between Stalking Zones to approach the left side of the building shown here. From the edge of the Stalking Zone, attract the attention of the guard directly ahead and kill him from your place of concealment to complete the first Optional Objective.



Once again, move between Stalking Zones to reach the position shown here, then activate Eagle Vision to identify the warden at the top of the steps. After a short pause, he will walk down and close to Kenway's position. Assassinate him as he passes, then hold  while crouched above his (concealed) body to loot his key.



There is no benefit to wanton bloodshed, so it's easier to just avoid most of the guards that remain. Climb to a hanging position on the wall, wait until the nearby guard moves to the top of the steps, then quickly move into the Stalking Zone. You can subsequently make quick transitions between Stalking Zones whenever the coast is clear until you reach the building.



The guard patrolling close to the building is more problematic than most, so it's easier to just lure him in close with a whistle, then perform a silent takedown. You can then sprint for the upturned cart further ahead and jump over the wall; though this may attract attention, you can be hidden in the Stalking Zone just beyond before any guards can identify Kenway.



A bold sprint from the Stalking Zone, following the outer wall that leads to the prison entrance, will enable you to reach the waypoint marker without further incident. Wait until the patrolling guard faces away before you begin, and you will find that the two stationary sentries are entirely less than vigilant. Approach the gate and press  to trigger the closing cinematic.

Memory 06 - "The Treasure Fleet"

Mission Overview

• Optional Objectives

- Kill three guards from behind corners.
- Free 23 pirates.

• Notes & Further Reading

- This Memory marks the first occasion when a main mission may lead you to fight the Scout, Brute and Captain enemy archetypes.
- Scouts (slender build; carry daggers) are much like generic soldiers, but block the initial blow of a combo. Counter Kills and Kill Streaks are the best methods to dispatch them.
- Brutes (heavy build; carry axes) are high-level opponents who are immune to standard attacks and counters. The best way to dispatch these opponents is to use the Break Defense move twice (x2), then stab them before they clamber to their feet.
- Captains (medium build; distinguished by their rather ostentatious attire) are immune to most of Kenway's attacks. However, they are vulnerable to the parry move: just hold , and Kenway will automatically strike to briefly incapacitate this enemy variety. You can then finish them off with a full combo attack, or two applications of the Break Defense move for a ground kill finish.



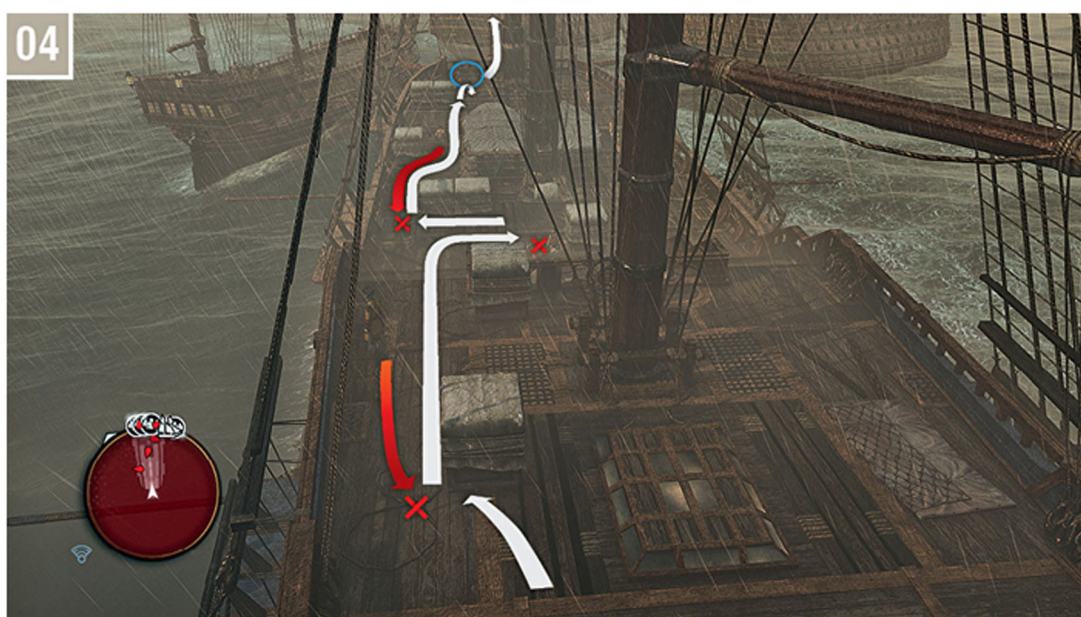
After the opening cinematic, follow the button prompt to free Kenway and his fellow prisoner from their shackles. Quickly move to the right-hand side of the doorway and whistle to attract the attention of the guard. Perform a corner assassination when he moves within range.



Move into the next room and swiftly position Kenway at the far edge of the shelves to the left; from here, whistle to set up the second of the three corner assassinations required to complete the first Optional Objective.



Continue forward, then move to the left-hand opening (as shown here) to perform a third and final corner assassination. You can then approach the table in the next room to collect Kenway's belongings, before climbing the nearby ladder to reach the deck.

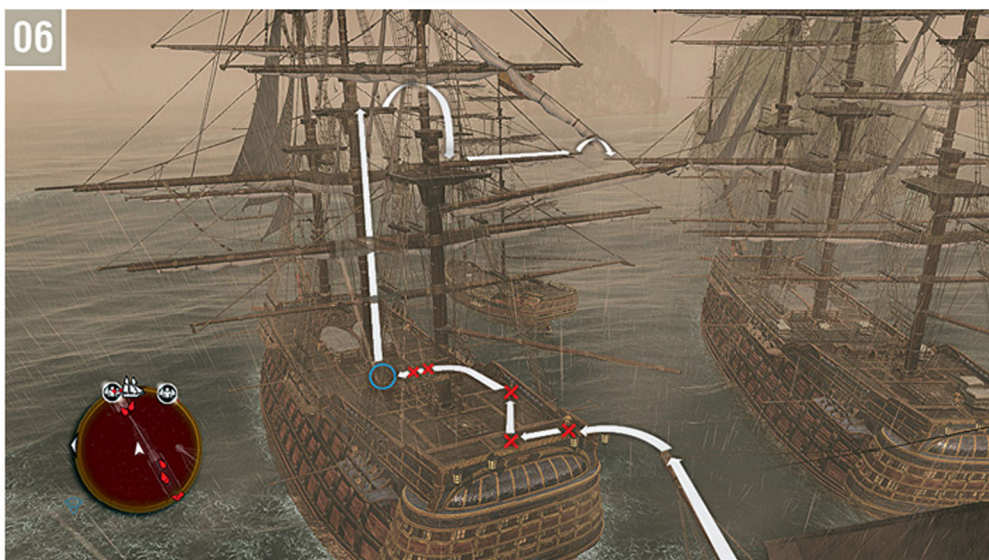


If you opt for combat for the rest of this Memory, you will have to contend with some new and powerful opponents: see the "Notes & Further Reading" section at the top of the page. Our walkthrough sketches out a likely stealth-based progression, in addition to the best route between ships, though you are free to opt for combat over discretion if you prefer. Follow the path shown on the accompanying screenshot, on the port side of the ship, quietly assassinating the guards in sequence. You can whistle from the edge of crates to lure them to you. Once you reach the prisoners, free them then run towards the bow.



Run along the route shown here to reach the rigging of the next ship, and perform a double air assassination on the two guards watching the pirates. Once the captives are free, run towards the bowsprit.

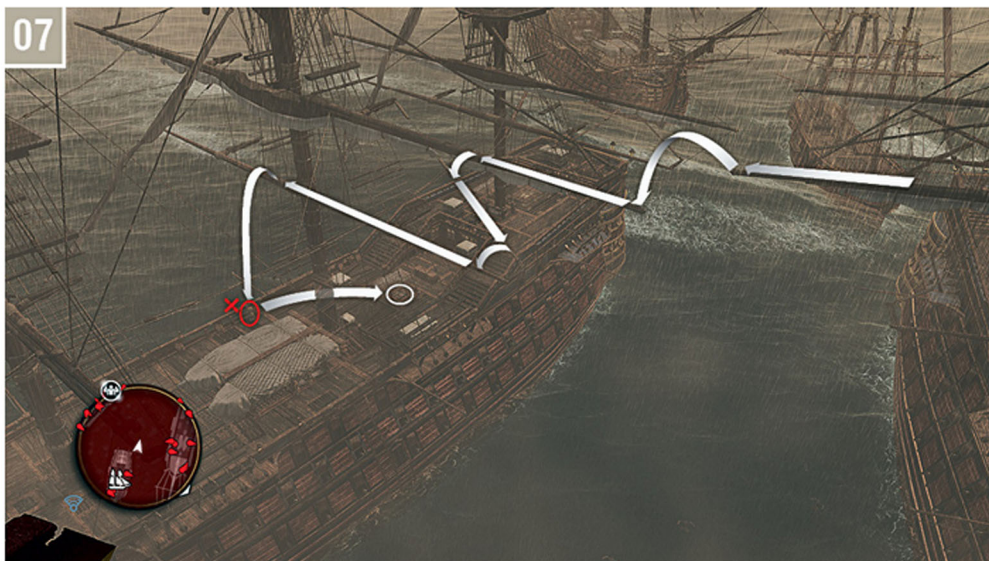
06



Jump from the bowsprit to reach the next ship in line. Quietly assassinate the five guards in turn on your way to the prisoners. Once these are free, use the hook right in front of your position to instantly reach the upper platform on the main mast. From here, a simple free run course gives you access to the next vessel's rigging.

Free run to the other side of the ship as pictured here, then perform an air assassination on the soldier underneath. Approach the highlighted trapdoor and tap to move below decks. While it's possible to sneak through, eliminating each soldier by stealth, it's faster to blaze through with a sequence of assassinations followed by a short fight at the end. Free the pirates in the final area, then climb the nearby ladder to return to the upper deck.

07



08



Finally, swing over to the last ship: the vessel that Kenway means to commandeer. If you are quick-witted, you can perform an air assassination (or even a standard non-combat assassination) on the Captain, highlighted in the screenshot here, to make the last battle much easier. When the final assailant falls, approach the wheel and press  to trigger a cinematic.



Tap  twice to speed up and turn towards the waypoint marker. Use broadsides as the initial vessels approach the ship. Once they're behind you, you can drop Fire Barrels to damage the pursuing schooners. You may also find it useful to swerve left and right periodically to avoid situations where pursuing ships concentrate their fire on one point.



When you are notified of an approaching rogue wave, the end is almost in sight. If you can get through this hazard, the pursuing schooners will be destroyed. Steer the ship directly into the wall of water and hold  to brace a second or two before it hits to navigate it without damage. The remaining section of the journey is almost relaxing by comparison: you simply need to steer clear of waterspouts and one further rogue wave. You can reduce speed to half sail to reduce the effect of waterspouts on the steering of the ship; brace to reduce the damage sustained if you are sucked into the area marked in yellow on the mini-map. The seas will grow calm as you approach the waypoint, with both the Memory and Sequence ending as you reach it.

Sequence End

With much of the action so far taking place on land, Sequence 03 begins a succession of nautically themed missions as the wider Caribbean sandbox is unlocked for potential exploration. If you have yet to do so, this is the perfect time to learn about the many features of naval navigation, combat and other related systems. Though various features are unlocked gradually through the coming Sequence, forewarned is definitely forearmed.



Walkthrough
Sequence 03

PREVIOUSLY...

Under the guise of Duncan Walpole, Kenway travels to the mansion of Havana governor Laureano Torres, anticipating a large reward for completing the dead Assassin's delivery. On arrival, he meets Woodes Rogers, Julien du Casse and Torres himself: Templars all, and Torres no less than a grandmaster of the Order. Though Torres takes possession of Walpole's effects – documents and maps, and a curious crystal cube – Kenway does not receive the sizable reward he craves. Ordered to meet the Templars the next morning, he is introduced to a man known as a "Sage". Though he distinguishes himself while repelling an Assassin attack on the Templar entourage, and by foiling an escape attempt by the Sage, Kenway is piqued by the nominal payment offered by Torres.

Seized by a singular notion that he alone might profit from the "Observatory" the Templars speak of, Kenway attempts to infiltrate the prison where the Sage is held... to find the guards slaughtered, the man himself long gone. Discovered at this delicate moment, his Walpole subterfuge exposed, Kenway is sent as a prisoner on a Spanish treasure fleet. There he meets Adewalé, a stout and imposing sailor, and the pair work together under cover of a terrible storm to steal a brig, the remarkably hardy *El Dorado*. After leaving both the chasing fleet and chaotic seas behind with the assistance of a small contingent of rescued pirates, Kenway and Adewalé consider their next move...

Memory 01 - "This Tyro Captain"

Mission Overview

Optional Objectives

- Air assassinate an ocelot.
- Shoot an iguana.

Notes & Further Reading

- See page 146 for more information on Abaco Island. There is a Treasure Map here: be sure to collect it before you leave, as you will be visiting the location that it leads to during a forthcoming Memory. See page 250 to discover more about Treasure Maps and the riches they contain.
- You can learn more about hunting on page 248. Though you only need to skin two of each animal type to craft the necessary upgrades, this doesn't mean that the hunt must immediately end. If you use the pistol and walk around the edge of the island, activating Eagle Vision to identify the creatures from afar, you can skin approximately a dozen additional animals – worth almost 1,000 reales – in little more than five minutes. Should you need more bullets, open a Treasure Chest. If you would like to unlock the Feline Pelt Outfit, be sure to save one ocelot pelt when you sell your wares on arrival in Nassau.



Sail to the green waypoint marker to reach Abaco Island; step up to travel speed () to speed up the journey. On arrival, steer close to the beach and drop anchor by holding . You can then dive into the water and swim to the shore. You now need to hunt two ocelots and two iguanas. There is an Optional Objective to kill an ocelot via an air assassination. Travel to the eastern edge of the island (their regional habitat) and follow the free run course to reach the position shown here. It's a few steps to the east of the island's inner pond. Once you are at the upper branch, activate Eagle Vision and wait for an ocelot to move within range; when the option appears in the upper right-hand corner of the display, press to strike.



Stand above the animal and press to skin it. You can repeat the process for the second required ocelot, or wait in a Stalking Zone, or even just shoot one with the pistol (note, however, that you will need at least one bullet to complete the second Optional Objective). It's not wise to attempt to catch one on foot: they take fright easily, and can effortlessly outpace Kenway in a chase.



Once you have both ocelot pelts, Synchronize at the Viewpoint at the center of Abaco Island as you travel to the western beach, where iguanas are common. Though Kenway can outrun these creatures in a straight-line sprint, you should kill the first with a shot from the pistol to satisfy the second Optional Objective. As before, skin the animals to obtain their unique crafting resource – in this instance, iguana leather. You can now follow the onscreen prompts to unlock Pistol Holster II and Health Upgrade I.



Return to Adewalé on the Jackdaw. You may find it slightly faster to take a rowboat: simply approach one, then press  to be returned to the deck of the ship immediately. Interact with the quartermaster to trigger a cutscene and end the Memory. Though you may have a yearning to explore the Caribbean in your new ship, it makes much more sense to set sail to Nassau and complete a few more Memories before you satisfy your wanderlust. Approach the beach shown here, and an option to travel to the town will appear; select “accept” to automatically dock.

Memory 02 - "Now Hiring"

Mission Overview

Optional Objectives

- Disarm and kill three guards.
- Shoot the rope to save the pirate.

Notes & Further Reading

- For more information on Nassau, see page 142. You may wish to Synchronize with at least a few Viewpoints before you continue: you'll spend a fair amount of time in Nassau over the hours that lie ahead.
- Rabbits and wild pigs can be found in the northwest of Nassau, with crocodiles in the water to the west. By shooting (by far the easiest method) and skinning two of each, you can acquire the Smoke Bomb Pouch II, Pistol Ammo Pouch I and Pistol Holster III crafting upgrades at the very first opportunity.
- This Memory introduces the concept of crew as a valuable resource that must be replenished (and, indeed, expanded) to make the Jackdaw more effective. See page 234 for further details.
- Tackling couriers (see page 252) in Nassau is easier than everywhere else, as there are almost no guard patrols to speak of. If you see an easy opportunity, bowl them from their feet for a modest financial reward and large quantities of ammunition.



Make your way to the waypoint at the tavern and interact with Adewalé to begin. You must now head to positions marked with the  icon to free pirates from their Redcoat captors. We highlight the four optimal destinations in the accompanying map portion.



The location directly to the north of the tavern features a pirate fighting with three soldiers. Simply eliminate the latter to gain two crew members.



The location southeast of the tavern has pirates held at gunpoint in front of a church. This is temporarily a Restricted Area, with soldiers stationed on all obvious approaches. For an easy solution, approach from the tavern and climb the rear of the church; from the southeast edge, you can perform a double air assassination on the two armed guards. After freeing the pirates, you may wish to antagonize and fight the groups of Redcoats standing watch to complete (or work towards) the "Disarm and kill three guards" Optional Objective.



If you wish to complete the Optional Objective to disarm and kill three soldiers, you should scour the streets for Redcoats to brutalize and satisfy the secondary task before you continue. This location, a short jog to the southeast of the previous fight, is another battle where three soldiers are fighting a solitary pirate. Once again, this offers two crew members if completed successfully.



Head to the west to reach the next recruitment opportunity. Here, a solitary soldier can be found standing over his pirate captives. Approach from the west side of the building, behind his position, and you can perform an easy ledge assassination to avoid unwanted casualties. If you have yet to reach the required total, return to any one of the previous sites to enlist additional able bodies in the same manner as before.



With the completion of the quota, all other pirate markers are replaced by a single destination: a pirate due to be hanged just outside the fortress in the northeast area of the city. This challenge (and its related Optional Objective) is much easier to complete if you skirt around and approach from the northwest. From here, you can shoot the rope to prevent the hanging, then fight the guards as they rush to your position. This includes a Captain, but a Smoke Bomb (or, if you picked up the Pistol Holster III upgrade suggested earlier, three quick pistol shots in rapid succession) will enable you to defeat him without too much difficulty. After freeing the pirate make your way to the waypoint at the tavern to end the Memory.

Memory 03 - "Prizes And Plunder"

Mission Overview

Optional Objectives

- Use a swivel gun to kill three sailors.
- Plunder 20 rum.

Notes & Further Reading

- ■ Memories 03 and 04 occur in immediate succession.
- If you would like to accumulate a tidy sum of reales and exploit a minor loophole, we suggest that you embark on something of a rampage before you complete the journey to Salt Key Bank. As the concept of the Wanted Level (and the Hunter ships that enforce it – see page 240) is not activated until late in the next mission, there is currently no consequence for acts of piracy. If you board as many weak schooners as you can find (though avoid gunboats: they carry no cargo), you can bankroll a big round of Jackdaw upgrades at the end of Memory 04. Power gamers prepared to accumulate the maximum 500 units of both sugar and rum could potentially sell these for a five-figure sum... though it's probably enough to just spend 10 or 15 minutes at this activity to fund inexpensive but useful upgrades after Memory 04. Moreover, if you can accumulate at least 30 sugar, you can complete the Optional Objective for Memory 04 before you even start it.



Travel to the beach where Ed Thatch and Ben Hornigold await and interact to begin the first of two connected Memories. Sail south of Nassau, then hold the Collectibles Button (look around with **R**; adjust zoom with **L**; set a marker on the vessel with **Y**) to identify a suitable schooner: there are plenty in the area. If you take the time to find one carrying rum, and ideally in a quantity of 20, choose that one: this will cut the time required to complete the Optional Objective.



This tutorial mission is actually a very gentle introduction to naval combat. Once you have settled on a target, follow the onscreen instructions and suggestions to weaken the schooner.



When you are prompted to initiate boarding, try to do so at the very edge of the highlighted area: this will give you more time to use the swivel gun to shoot enemy soldiers. After Kenway automatically relinquishes control of the Jackdaw, move to the gun position just to the left or right of the ship's wheel, as appropriate. You can then hold  to take control of the weapon; aim with , and fire with the High Profile Button. While you may note that the target turns red when a direct hit on a member of the enemy crew is possible, you will find that the "splash damage" of each blast removes the need for pixel-perfect precision.



You need to attack and plunder at least one more ship to reach the specified cargo total. Once again, reduce the target vessel's health bar until only the red portion remains, then move in and hold  to board when the prompt appears. If other vessels are involved in the battle, initiating the boarding sequence will cause them to cease their attack. Schooners are rarely difficult to conquer: indeed, keen marksmen will note that causing five deaths with manual swivel gun shots during the boarding approach will negate the need for a fight on the decks. If boarding does take place, swing or jump over to the enemy vessel and kill the specified number of enemy crew to continue.



If you do not yet have the required swivel gun kills or rum cargo to meet the Optional Objectives, you may wish to continue hunting for a time (or embark on a profitable grind for cargo – see “Notes & Further Reading”). You can then sail to the waypoint at Salt Key Bank. Approach the docking circle, enter, slow down and hold  to bring the Jackdaw to a halt and release the wheel. Visit the harbormaster and purchase the Intermediate Hull upgrade as directed, then leave the menus to proceed straight to “Raise The Black Flag”.

Memory 04 - "Raise The Black Flag"

Mission Overview

- **Optional Objectives**

- Plunder a Hunter ship.
- Plunder 30 sugar.

- **Notes & Further Reading**

- Salt Key Bank: see page 138 for information on this island.
- See page 239 for detailed advice on how to engage enemy brigs.
- This mission introduces (and formally unlocks) the Wanted Level concept, the Hunter ships that punish transgressions, and the two methods that you can use to reset the Jackdaw's "notoriety" back to zero. See page 240 for further information.
- When the Jackdaw has a Wanted Level of one or above, Hunters can arrive any time after an eight-and-a-half-minute "cooldown" period. If you choose to complete the Optional Objective to board the one that arrives in this Memory, you can profit by plundering another couple of brigs before you sail back to Salt Key Bank: the Wanted Level is reset to zero in a mandatory step when the mission ends. Metal, cloth and wood are priority cargos here.
- Once you complete this Memory, you gain the ability to upgrade the Jackdaw and shop with harbormasters, where you can order new ship features and sell cargo not needed for other purposes. See page 236 for a complete overview of which upgrades are essential at this stage in the story.



While the schooners that populated the ocean for the previous Memory were little more than cannon fodder, you now also encounter more dangerous brigs during this instructive mission. If you didn't follow our advice to gather 30 units of sugar from schooners during the previous Memory, you may wish to make this your priority before you begin the hunt for metal.



Use the spyglass to identify a brig carrying a large quantity of metal. Try to pick a vessel sailing alone, with no other ships of the same nationality nearby: engaging groups is a complication that you should probably avoid for now. In addition to standard broadside attacks, enemy brigs will sail hard towards the Jackdaw to cause massive damage with the ram extension at the front of their hulls. To avoid this, steer away from their advance, rotate the camera to face the aft section of the Jackdaw, then drop fire barrels to either deter their advance (medium distance) or punish it severely (close range). As before, cease your bombardment and move in close to board the enemy vessel once its health bar falls into the red zone.



Unlike schooners, it's a little harder to eliminate the specified total of 10 crew members with the swivel gun before boarding actually begins, so you'll usually need to engage the opposing crew in close combat. In addition to generic soldiers, you will encounter Scouts, Brutes and even occasional Captains on brigs. As a rule of thumb, try to identify a Captain in advance (he's usually close to the wheel) and then exercise a little pragmatism: board the opposite end of the vessel, and fight his weaker subordinates to meet the kill quota.



You now need to find a second ship carrying metal to meet the required total. Once you have acquired the cargo, a Hunter vessel will arrive in the area to engage the Jackdaw. If you would like to complete the second Optional Objective, you must disable and board this powerful brig before you return to Salt Key Bank. The process is the same as with standard vessels of this class, but rather more fraught and protracted due to their superior hull strength and power of their weapons. If straight combat seems too difficult, try playing a game of cat-and-mouse around an island that offers cover, as pictured here: this can be surprisingly effective with practice.



When you arrive back at Salt Key Bank, approach the Local Officer at the waypoint marker. Press  to bribe him, immediately removing the bounty on the Jackdaw. Return to the Captain's Cabin to purchase the Small Broadside Cannons upgrade, then exit to complete the Memory.

Memory 05 - "Sugarcane And Its Yields"

Mission Overview

Optional Objectives

- Sabotage two alarm bells.
- Stay out of combat.

Notes & Further Reading

- For more information on Andreas Island and Cat Island, see page 145 and page 147 respectively.
- This Memory introduces a major new feature: warehouses, which can be raided to obtain cargo and reales (see page 208).
- You will also encounter naval Restricted Areas for the first time. When you enter these (either in story-related areas, or the environs surrounding Naval Forts – see page 193) the Jackdaw may be attacked if you move into the field of vision of an enemy ship. This is marked by a yellow highlight on the mini-map. The detection meters that appear work in the same way as those that you see on land. When fully red, the vessel in question (and all allied ships in the immediate vicinity) will move to assault the Jackdaw until you escape or destroy them.



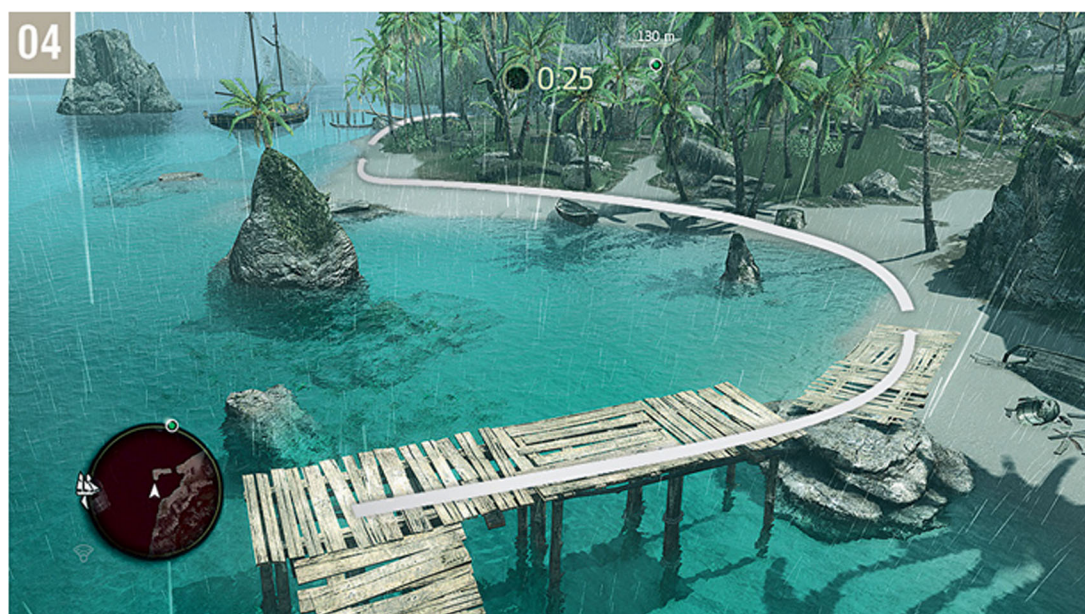
Set sail for the waypoint on Andreas Island, then drop anchor and swim to shore to meet with James Kidd on the beach to the north. After a short walk with Kidd, scale the rock outcrop at the center of the island. From here, identify the agent with Eagle Vision, then jump into the nearby trees to hear his conversation.



When the agent walks to the south, watch him from the trees at first, then hop down into the Stalking Zone. When he turns to the east, towards the dock, transfer into a Blend with the civilians further south. There is actually no need to enter the Restricted Area: you can take a few steps down towards the water to keep the agent in detection range when he approaches his ship. When you are prompted to return to the Jackdaw, sprint to the rowboat to the south for a near-immediate transition to reach the wheel before the timer expires.



The agent's ship moves a little faster than the Jackdaw at half sail, but slower than its full sail speed. Alternate between these two settings, using brief periods of full stop where required, to maintain a distance of between 250 to 300 meters. Once you reach the Restricted Area, you can remain undetected by trailing in the wake of the agent's vessel at this approximate range. Note that the "Stay out of combat" Optional Objective applies exclusively to this stretch of the trail. Watch your mini-map to see fields of vision (yellow highlights), and be careful to steer to avoid these. With most of the early ships, you can simply power through the edge of the cones that represent their forward field of vision before their detection meters fill completely.



The final section of the journey, outside the naval Restricted Area, is entirely uneventful. When you approach a highlighted area, follow the prompt to hold  to dock. You then have 50 seconds to reach the Stalking Zone at the waypoint marker. As long as you follow the path shown here, sticking to the beach for the majority of the sprint, no one will react to Kenway's presence. At the end, there is a short sequence of Stalking Zones that enable you to safely reach the waypoint marker close to your target.



When the eavesdrop begins, start by following the route shown here, delaying your transitions between Stalking Zones to coincide with moments when the agent (and any other potential hostiles) are facing away. As long as you remain within the eavesdrop boundaries, it's not as complicated as it might initially seem.



After the agent stops to remonstrate with a guard manning the alarm bell, wait for him to resume walking, then move between the Stalking Zones to reach a wall. You can hop over this to reach another Stalking Zone on the opposite side.



The agent will now call for the warehouse key holder. At this point, the restriction on detection is lifted: you only technically need to acquire the key and reach the warehouse door while not in active combat to complete the Memory. However, even if you are ambivalent about completing the two Optional Objectives, stealth still makes sense here: there are a lot of guards in the vicinity. As soon as the agent walks to the north, attract the guard pictured above with a whistle and eliminate him.



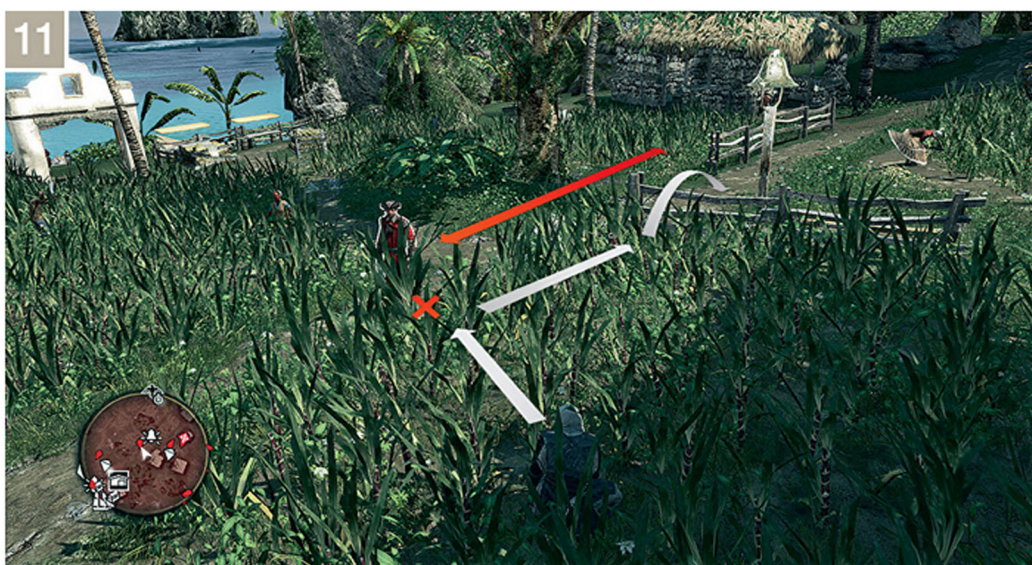
Move to the next Stalking Zone and watch to the southeast with Eagle Vision active. The key holder and another guard walk a long patrol around the area, but this will soon bring them close to your position. When they reach the spot marked on the accompanying screenshot, they will pause, facing away from Kenway. When this happens, step out of concealment and kill them both with a double assassination. Their bodies will lie just out of detection range of other guards. You can, technically, pickpocket the key holder instead, then slip back into cover before the men turn to resume their walk.



If you do not wish to complete the Optional Objectives, you can take a short stroll to the nearby warehouse door (now marked by the  icon on the mini-map) and press  to end the Memory. Those who aspire to a 100% Synchronization rating have a little more work to do. Move into the Stalking Zone to the southeast and wait for a patrolling guard to arrive, then entice him to your position for a quiet kill.



With the previous potentially troublesome witness dealt with, retrace your steps to arrive back at the alarm bell that you passed earlier.



Lure the patrolling soldier to his doom, then observe the watchtower carefully. When the Gunner turns away, quickly emerge from cover, vault over the fence and press **△** to disable the alarm, then swiftly return into cover before Kenway is noticed. Run to the back of the warehouse until you reach the north side of the building.



From here, hide in the nearby pile of leaves. When the agent you tailed earlier approaches your position, assassinate him. You can then move up and kill the stationary soldier from the Stalking Zone next to his position. When the patrolling guard faces away, quickly disarm the alarm bell. You can now interact with the nearby warehouse door to bring the mission to a close – and with a 400 bonus for doing so without being discovered. You will find a rowboat to the northwest that you can use to quickly return to the Jackdaw.

Memory 06 - "Proper Defenses"

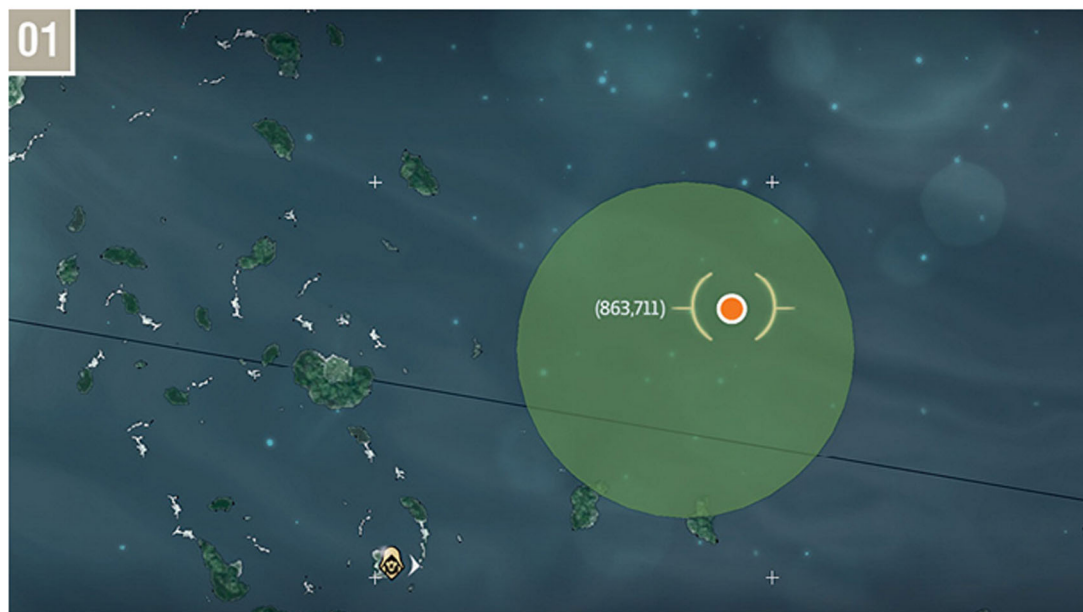
Mission Overview

Optional Objectives

- Use one broadside to sink two boats.
- Use heavy shot to sink two ships.

Notes & Further Reading

- You must purchase the Standard Heavy Shot Strength upgrade (and, if necessary, buy ammunition) before you begin this Memory to complete a related Optional Objective. It's 900 to buy from the Captain's Cabin of the Jackdaw or a harbormaster. If you're seriously short on funds, this can be raised by opening a handful of Treasure Chests at Salt Lagoon before you set sail after meeting with Thatch and Kidd. See page 153 for more information on this island's resources (and more besides).
- See page 231 for a guide on how to use Heavy Shot in combat.
- You can find deer on Salt Lagoon. If you hunt and skin two before you depart, you can continue your journey with Health Upgrade II.



Leave Cat Island and head for the marker at Salt Lagoon, where Ed Thatch and James Kidd await Kenway's arrival. After the introduction, return to the Jackdaw and sail to the northeast to begin the search for the El Arca Del Maestro. The vessel can usually be found near the position marked on the accompanying screenshot; use the spyglass to identify it from a safe distance.



Follow the El Arca Del Maestro at a range of approximately 450-500 meters, which is perhaps dangerously close to losing the target at the outer edge, but makes for an unremarkable pursuit. You'll need to swerve quite hard to avoid incoming ships and sharp turns by the galleon, but it's otherwise a relatively easy tail. After you pass a small island to the left, there's a checkpoint just before a small group of vessels move to engage your target.



After the galleon opens fire on the vessels, you participate in a crash-course in dodging mortar fire. There's no benefit in moving too close to the mighty vessel, so focus on evading its long-distance barrages. The best technique is to bank in one direction until the target markers appear, then quickly swerve when they do: from the right to the left, for example.



After a predefined delay, eight gunboats move in to engage the Jackdaw. The start of the battle is the perfect time to complete the two Optional Objectives. Using heavy shot, align the Jackdaw with two targets at reasonably close range and, without holding the Manual Aim Button, open fire to sink two vessels simultaneously with a broadside. If you don't succeed during the initial charge, you can alternatively weaken ships individually, then deliver the coup de grâce after maneuvering until you have two in alignment. If you wish to complete this Optional Objective, but have yet to do so after four or five ships have been sunk, you may wish to pause and return to the previous checkpoint to try again.

Memory 07 - "A Single Madman"

Mission Overview

Optional Objectives

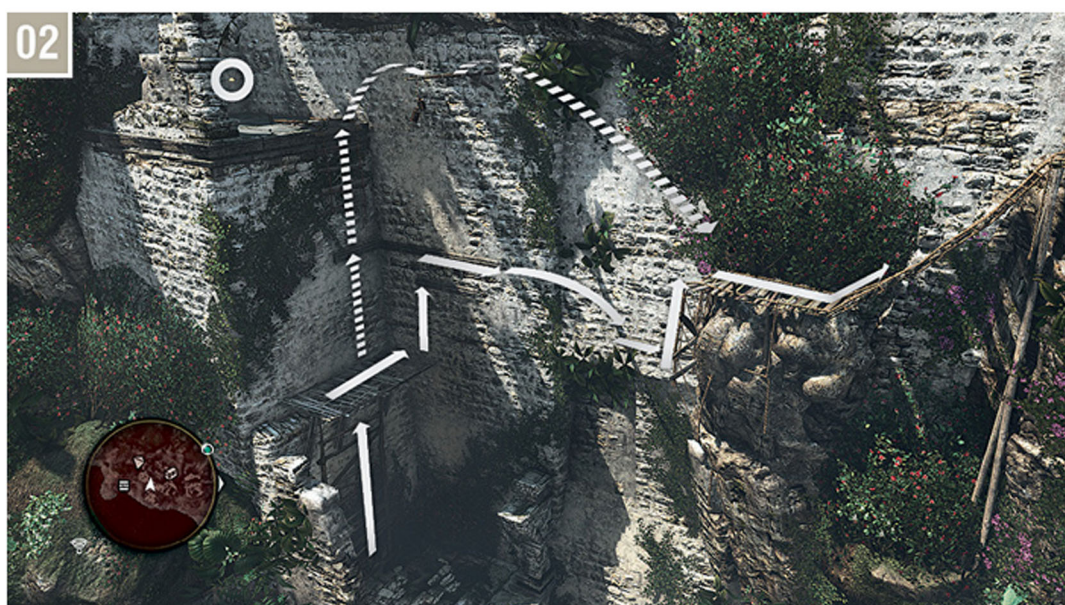
- Stay out of combat.
- Air assassinate du Casse.

Notes & Further Reading

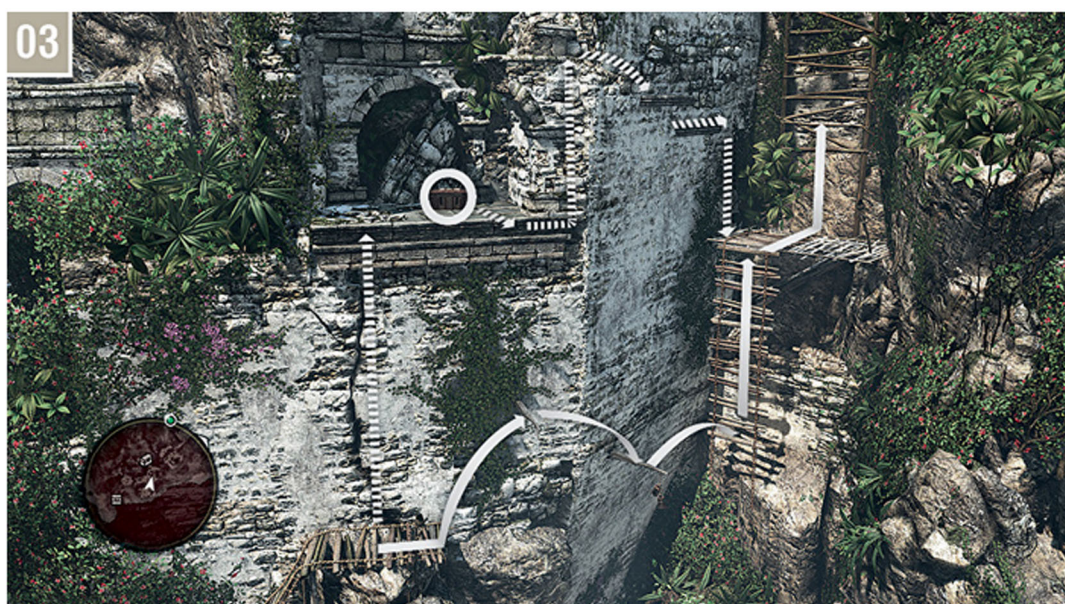
- You'll have plenty of time to explore the island of Great Inagua later, but we highlight a handful of collectibles that can be picked up now to save extensive backtracking in future.
- The White Jaguar, a ferocious predator, may be encountered in the jungle at the center of the island if you wander from our suggested path. An attack leads to a QTE-style battle, where you have to quickly react to onscreen button prompts: be ready to respond to these if cupidity leads you astray.
- For a full guide to the island of Great Inagua (including collectibles), see page 148. Players with an aversion to minor story spoilers may wish to wait until they complete this mission before referring to that section of the guide.



Begin the climb by following the route shown here.



After you scale the wooden scaffold, you can make a short optional detour to collect an Animus Fragment. When you reach the suspended portion of the rope bridge, run straight ahead: it will collapse, with Kenway grasping a lower rung. Climb up.



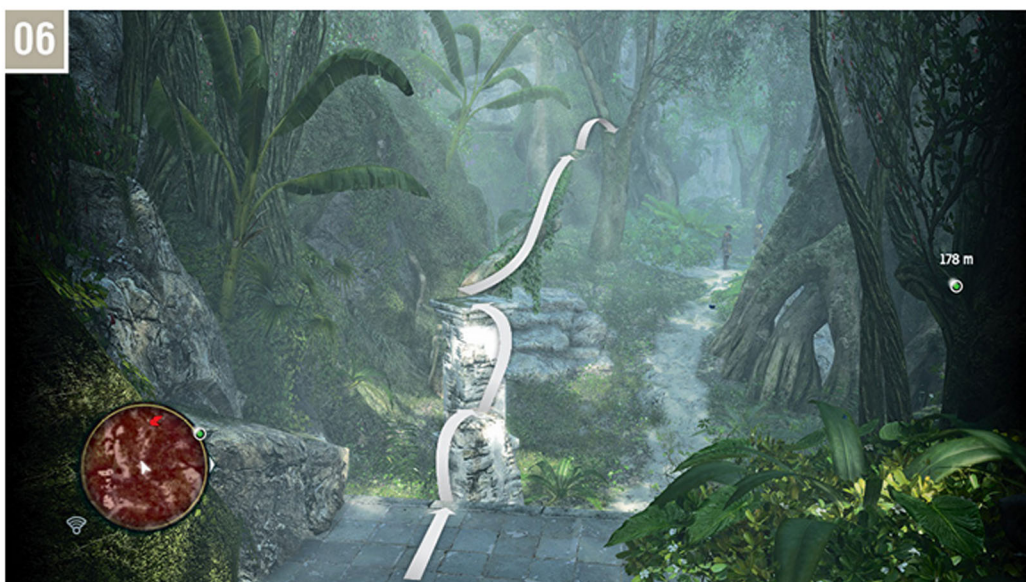
The alternative route here necessitates two bouts of climbing, but offers a Treasure Chest as recompense. Climb the wooden beams.



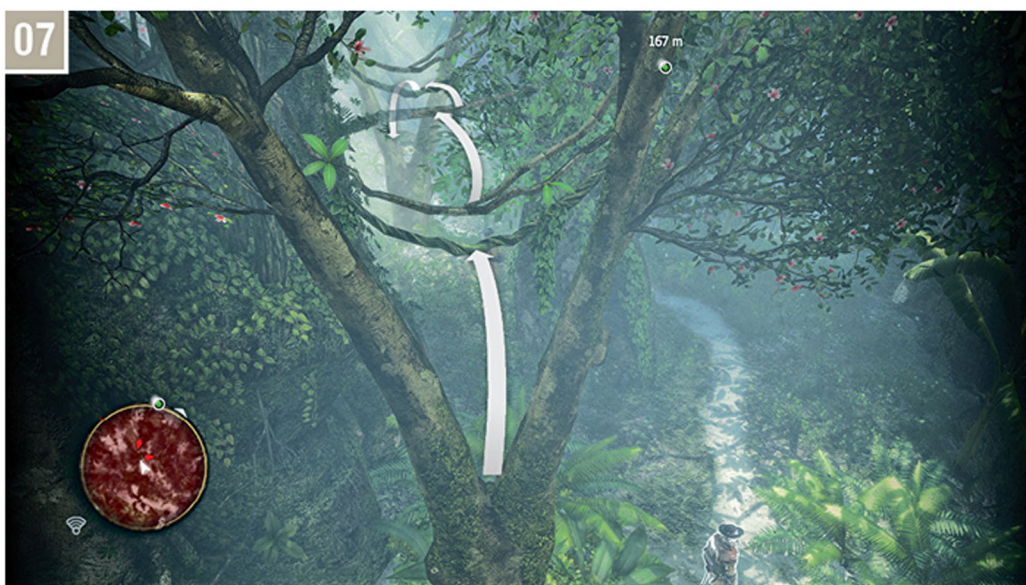
Continue your vertical ascent until you reach the top of the cliff, then – after taking a moment to enjoy the view – make your way to the path leading to the island interior. The jungle features several groups of Spanish soldiers, so we'll document the best way to avoid them without open conflict. You can, if you wish, opt to fight or run through instead.



This first sentry walks a lonely patrol that brings him into contact with two small Stalking Zones: easy prey for a silent assassination when his back is turned. When you reach the end of this path, the jungle briefly becomes a warren of interlinked paths. It's easy to lose your bearings, so we'll cover the most direct and least complicated route. You can return here later to explore and pick up collectibles once du Casse's men have left the area.



It's important to move purposefully here, as the two guards in the distance are momentarily distracted when you arrive. Free run up the horizontal bough to reach the V-shaped section in the tree.



From the V-shaped section of the tree, quickly jump and swing to the solid branch directly ahead, then climb up. Jump and swing to the next V-shaped tree section, then run down the log just beyond it and follow the path to the north.



As you reach the bottom of the sloped path, be careful as you approach the base of the ruined pillar: there is a soldier patrolling off to the left. Wait until he climbs the bank and turns away, then sneak up behind him for an easy assassination.

09



Follow the path that curves back to the north past a broken wall. You will encounter a soldier on the way, but he is facing away from Kenway: silence him with the Hidden Blades.

10



When the path curves to the west, there is one further soldier to slay; once again, stay out of sight until he turns away from you, then move in quickly to assassinate him. The remaining section of this (now strictly linear) course is free of further dangers, so continue until you reach a cliff.

11



The jump looks a little long, but it's within Kenway's reach. Take a moment to admire nature in all its splendor (and loot the nearby Treasure Chest, if the fancy takes you), then head over the log bridge to the waypoint.



Though you can see the next waypoint in the distance, you'll need to return to the jungle to reach it. Continue along the path as pictured here until you reach a natural stone arch, with soldiers clearly visible on the opposite side.



Walk through the stone arch and enter the Stalking Zone on the left. Take a moment to clearly identify the path to the right, then sprint along without hesitation. One of the stationary soldiers may catch a brief sight of Kenway, but you can easily be out of range before he can react.



You will find a Treasure Chest en route to the next area. Once you have opened it, climb up the slope to your left.



When you reach the area with the huts, and a Gunner on the walkway above, quickly transition between Stalking Zones to move behind the hut to the north, right in front of you. You can then transfer to the Stalking Zone in the pool of water for the next stage.



There are two further soldiers in this area, but you can easily bypass them by circling round the back of the final hut. One of them may espy Kenway for a second as you make the initial transition between Stalking Zones, but this isn't a problem. From behind the hut, continue along the path.



Run along the linear path until you arrive at the opening pictured above. The small village is occupied by du Casse's men, so you'll need to thin their numbers with a few choice assassinations to reach the Templar without anyone raising the alarm. Watch the movements of the soldiers directly ahead, then move into the far edge of the Stalking Zone close to the building on the right. Whistle to attract the stationary guard, then kill him. You can then hide in the outhouse and whistle again to attract a patrolling soldier as he passes in front of the door.



You can now transfer from the outhouse to this Stalking Zone, where you can dispatch the next patrolling soldier. Once he has been dealt with, continue to the edge of the final building on the right.



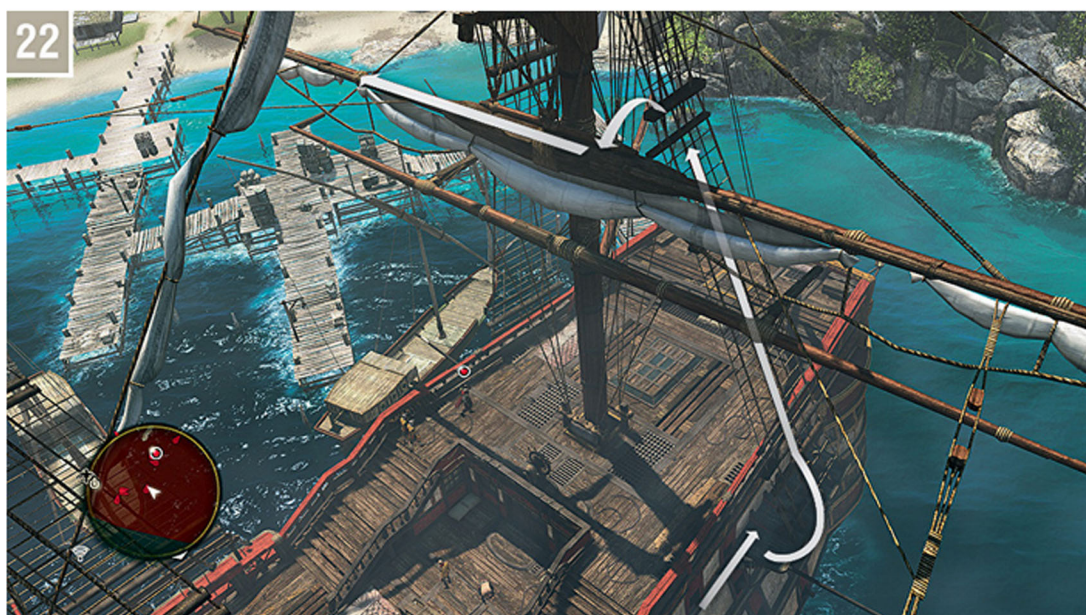
Watch to the north: there is a soldier close to the beach (and, more importantly, the Powder Reserve), whose patrol leads him past a collection of Stalking Zones. Sneak into one of these and assassinate him as he passes. By setting off the Powder Reserve, you can cause du Casse and his men to be positioned in very specific locations on the deck of their ship when you arrive, which makes the final assassination rather easier.



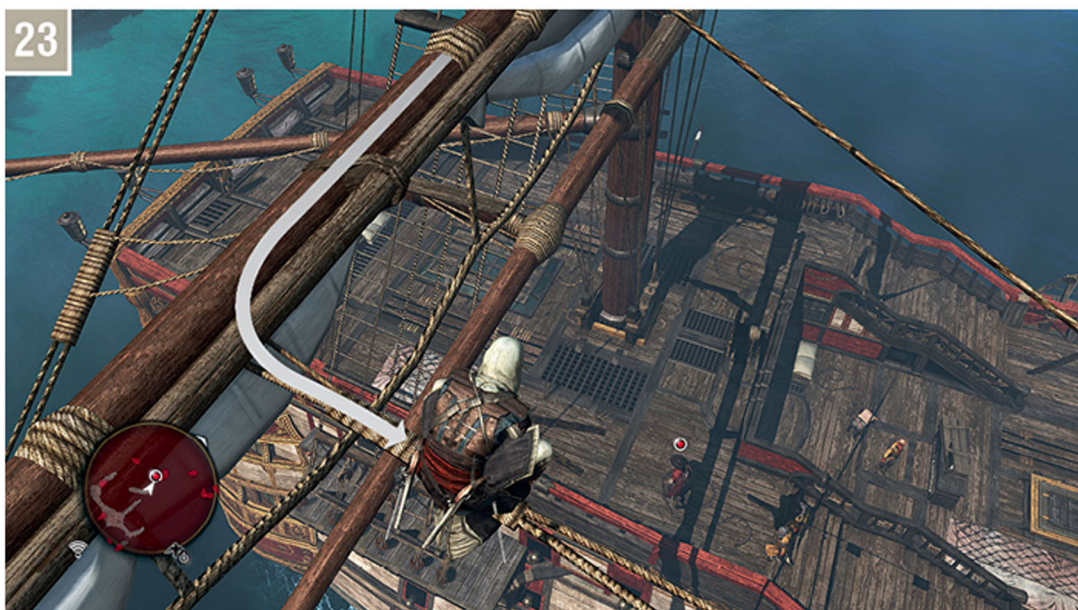
Watch the soldier on the beach. When he turns to the east, you can quickly dash to the Powder Reserve and, being careful not to disturb the nearby guard, hold  to set a fuse. Quickly sprint for the beach and dive into the sea, directing Kenway towards the right-hand side of du Casse's ship.



Swim to the far side of the ship and climb the ladder: there is one troublesome sentry to eliminate before you can successfully complete the Optional Objective related to the assassination of du Casse. Ensure that no one is watching (study the mini-map carefully to find your cue), then perform a ledge assassination. You can now traverse, out of sight, to the rear of the ship.



When the patrolling soldiers are both facing away, follow the route shown above to reach a position above du Casse, who will be stationed here permanently after the explosion of the Powder Reserve. If you neglected that step, you will find that he makes a slow patrol of the entire deck.



Last, but by no means least, be careful in your positioning of Kenway before you commit to the assassination: ensure that du Casse is highlighted for the aerial assault, and not the nearby soldiers. If you prevented the Templar from patrolling by destroying the Powder Reserve, the position illustrated here is just about perfect.

Sequence End

Though you now have the means, and doubtlessly the will, to explore the Caribbean, it makes much more sense to complete the next four Memories (leading to the start of Sequence 05) before you begin to focus on optional activities. By doing so you will unlock new features, including a vital new piece of equipment that improves Kenway's ability to infiltrate heavily guarded areas.

If you wish to embark on piratical endeavors close to known destinations such as Nassau, however, feel free to do so once you complete the first Memory of Sequence 04. Reales acquired at this stage in the story can be used to upgrade the Jackdaw beyond the natural difficulty curve, which can make a real difference. See page 236 for more information.

Present Day: Part Two

Once again, this intermission in the Abstergo Entertainment office is entirely straightforward... at least until you leave the CCO's office. Follow the directions from John from IT and your communicator to reach a workstation, then interact with it. This initiates a hacking minigame, where you must move the data to reach one of the two green lines on the sphere, which are "infinite loops": lines where it is impossible to change direction once movement begins. At that point, you only need to move along the axis of the green line to complete the puzzle.

Press to read the in-game tutorial at any time. The controls are simple: use to move the data and to rotate the sphere. You can also press to leave the workstation. This resets the puzzle to its original state. Each one of these challenges can be completed in a variety of ways, but this first instance can be solved with the following solution from the start: down, right, up, left, down, and then either left or right to finish.

The ability to access workstations and private (even restricted) files opens up a new dimension to each visit to Abstergo Entertainment. Though you can only access open areas and those with Security Level 1 at present, your access to the office will expand later in the story. If you would like to begin hacking available workstations immediately – and collecting the mysterious "sticky notes" left around the office – turn to page 221 of the Side Quests chapter for a spoiler-free guide.

After visiting the courier in the lobby, you may wish to check your communicator for new information before you return to your workstation. There are several new messages to read.



Walkthrough Sequence 04

PREVIOUSLY...

Assuming the captaincy of the *El Dorado*, now dubbed the *Jackdaw*, Kenway names Adewalé his quartermaster and sails for Nassau, a pirate haven. After expanding its crew and taking his first “prizes” as captain under the tutelage of his associates Benjamin Hornigold and Ed Thatch, Kenway meets with James Kidd, who suggests that he raid a sugar plantation to turn a quick profit.

Ed Thatch – not yet the Blackbeard of legend, perhaps, but still an imposing figure in the burgeoning community – proposes that the pirates steal a powerful Spanish galleon to improve Nassau’s ability to defend against incursions by crown forces. When Kenway recognizes Julien du Casse on board, however, he resolves to murder the Templar before he can be identified. After crossing the island of Great Inagua by foot, eluding Spanish patrols, he strikes his quarry down on the deck of the galleon anchored in the cove. The other pirates are then free to launch the assault... and the story resumes with Kenway taking a siesta in its aftermath.

Memory 01 - “This Old Cove”

Mission Overview

Notes & Further Reading

- This short Memory has no Optional Objectives.
- There are three major feature unlocks once this mission ends. The most obvious of these is the acquisition of Kenway’s Great Inagua hideout: see page 148 for more information on the island. While you have the option to upgrade the facilities in the cove village immediately, we strongly advise you to save your reales for Jackdaw upgrades, and leave Great Inagua until much later in the story.
- You can also now take part in Templar Hunts: four major side quest chains that consist of multiple missions. Complete each self-contained story, and you gain a key for the door inside Kenway’s new abode; finish them all, and you can acquire the Templar Armor. See page 184.
- You can also begin collecting Mayan Stones by completing Mayan Stela puzzles, though their purpose isn’t revealed until the end of the Sequence. We document the locations of these in the Charts & Collectibles section of the Side Quests chapter.



Follow James Kidd into the jungle: the entrance is at the south end of the main path that leads through the center of the village. Once you catch up with the pirate, follow him through the gap in the rock face to arrive at a curious arrangement of pillars; approach him to trigger a cutscene.

02



Use Eagle Vision to identify the Stela, then climb on top of it and tap  to activate a puzzle. The solution is shown above. You can then claim your prize from the waypoint marker.

03



Once again, keep up with James Kidd as he runs along a path to the north, through a cave. Enter via the opening shown here, and up two flights of stairs to trigger another cutscene.

04



To conclude this short Memory, reconvene with Kidd at the docks. When you leave the mansion, it's a good idea to Synchronize with the Viewpoint to the north of the building on your way to the beach: this reveals the map for the entire cove and the jungle to the south.

Memory 02 - "Nothing Is True..."

Mission Overview

• Optional Objectives

- Open four Treasure Chests.
- Knock out three Assassins.

• Notes & Further Reading

- Starting this Memory begins an unbroken sequence of three missions where you cannot free roam or attend to other activities. However, as completing them also enables you to unlock an important new weapon, it's worth your while to do so.
- After you sail from Great Inagua, you gain the ability to capture ships and send them to Kenway's Fleet. See page 218 for further details on this highly lucrative metagame.



When you are ready to begin, climb on board the Jackdaw and head out to sea. After the conversation with Adewalé, enter the Captain's Cabin and interact with the map. This feature requires an active internet connection, and relevant online service subscriptions or sign-ups for console formats. If you are not connected, there's nothing to do here for now; if you are, you are given an introduction to the Kenway's Fleet metagame.



When you are ready to continue with the story, you have a long journey to Tulum on the far west side of the Caribbean map. You might like to take this opportunity to sail there, paying Naval Forts a wide berth and discovering a few new locations during the trip. If you would prefer a more direct route, Fast Travel to Cape Bonavista (north of the  icon), then slip past the Naval Fort at Conttoyor to reach your destination. On arrival at the waypoint at Tulum, sail towards the beach to formally begin the Memory. After looting the nearby Treasure Chest to begin working on the main Optional Objective, climb the wall and carefully enter the Stalking Zone to the west.



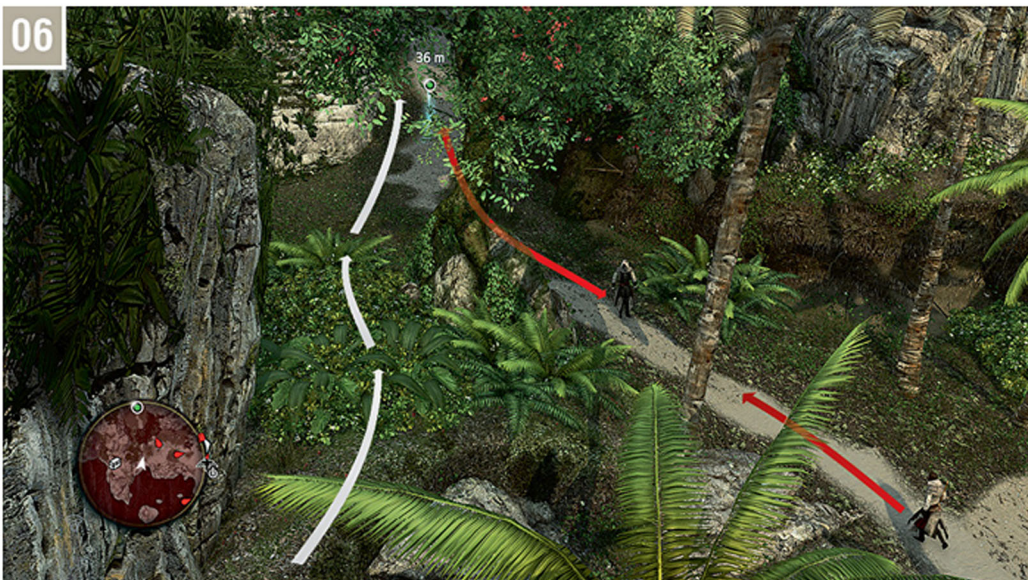
Killing an Assassin will lead to automatic Desynchronization, so ensure that Kenway's fists are selected as your active weapon at all times. Wait until one of the two moves away, then attract the stationary Assassin with a whistle and then disable them; you can then do the same with the remaining man. Climb the ship's mast and Synchronize at the Viewpoint position.



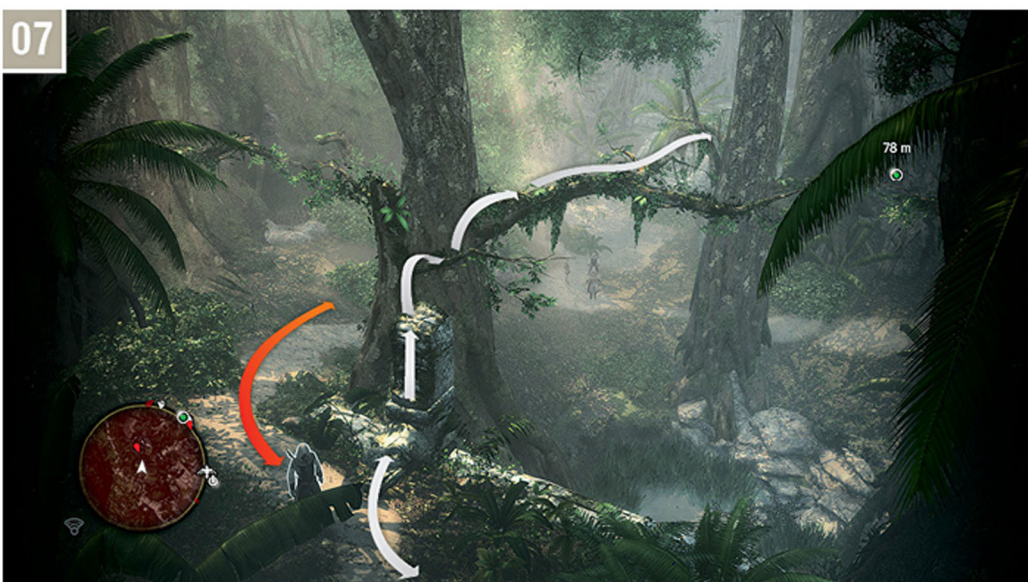
Though it's relatively easy to negotiate the patrols on the beach (with a little selective cracking of skulls), it's much faster to simply swim past. Perform a Leap of Faith into the water below (collecting an Animus Fragment during the dive), then swim on the route shown here. The Assassins shouldn't notice Kenway, but you can hold  to submerge beneath the surface if they do.



Swim behind the rocks and watch the guard while submerged or behind a rock. The Assassin here walks a short patrol. When his back is turned, emerge from the water and incapacitate him from behind. You can find a second Treasure Chest for the Optional Objective to your left before you walk through the natural rock arch.



Enter the Stalking Zone on the slope. There are two Assassins patrolling in this area. You can safely whistle from the final Stalking Zone and incapacitate the individual closest to the waypoint if you wish, though it's probably easier to just sprint by when he faces away. Follow the linear path until you reach another marker, then immediately move into the Stalking Zone to your left on arrival.



Quickly check to ensure that the Assassin on the slope is facing away, then use the broken pillar to reach the free run course through the trees. Head north, without pause, until you reach the V-shaped section.



Move purposefully to the Stalking Zone back on solid ground. Don't worry about suspicion from other Assassins in the area: you can be out of sight before they can identify Kenway.

09



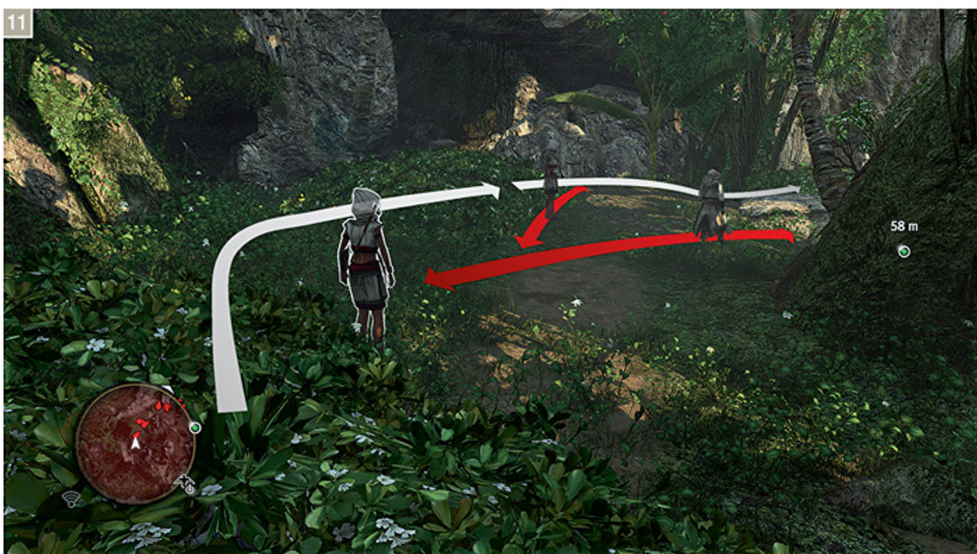
Watch the two Assassins ahead of your position. When they turn to walk away, sprint for the next Stalking Zone, staying to the left to avoid attracting attention. You can now easily neutralize both guards from this position, then stroll to the next waypoint.

10

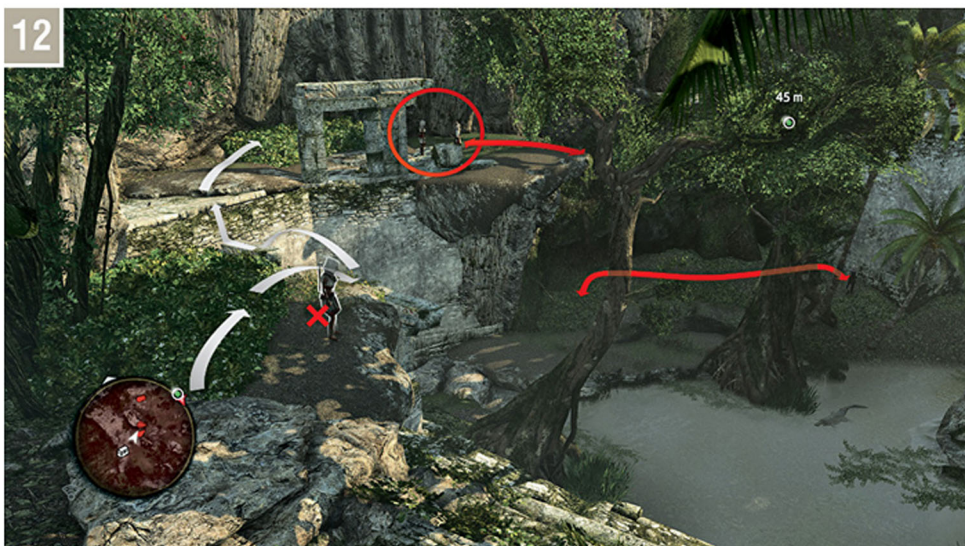


When the path leads to this open area, follow the run of Stalking Zones and watch the guards directly ahead. When the patrolling Assassin walks to her two comrades, quickly sprint around the corner and climb the wall.

11



There are three Assassins to incapacitate in this area. When one of the two in front of you sets off on a patrol (route marked here), quickly move up and knock out the closest Assassin. Lure the patrolling guard into the Stalking Zone with a whistle when he returns, then press forward into the next Stalking Zone to neutralize the third when she faces away. You will find another Treasure Chest for the Optional Objective just off to Kenway's left before you press forward. For the rest of this mission, note that using Eagle Vision can make the process of spotting and keeping track of your targets much easier.



Sneak into the Stalking Zone by the edge, knock out the Assassin sentry, then watch the two patrols marked on the accompanying screenshot. When both Assassins face away at the same time, free run via the marked course and sprint into the Stalking Zone.



Incapacitating these two guards is slightly more technical than before. Hang back in the more distant reaches of the Stalking Zone until the patrolling Assassin has taken several steps away before you whistle to lure the stationary guard to your position, and be quick to strike; if you whistle too close, or too soon, you may attract both Assassins. If the first strike passes without incident, you can then whistle again to entice the second target over.



The next step requires precision timing. From the Stalking Zone, watch the Assassin marksman to the east, right next to the waypoint. When she turns to walk to the furthest section of her short patrol route, immediately follow the free run course shown here. You can optionally incapacitate the Gunner after you land, but you don't actually need to do so – there is a checkpoint at this precise position.

15



Sprint past the broken pillar, duck beneath the broken branch and run up the slope to avoid detection by the three Assassins.

16



You can now either run straight to James Kidd and press  to move to the next Memory, or take a detour to the west to complete the remaining Optional Objective.

17



The final Treasure Chest can be found to the right of the ruins. There is also a Mayan Stela puzzle that you can solve here before you backtrack to Kidd's position.

Memory 03 - "The Sage's Buried Secret"

Mission Overview

Notes & Further Reading

- Although the transition is seamless, this Memory begins as soon as Kenway and James Kidd enter the temple.
- There are no Optional Objectives for this Memory.



Accompany Kidd into the temple, following the Assassin's lead until he and Kenway are briefly separated by a gap that is too wide to leap. You can then follow the path illustrated here to reach the waypoint, opening the way forward.



Once again, follow the route taken by Kidd. After the jump into the water, note the appearance of a new icon on the mini-map: this is an air pocket. Hold to submerge beneath the surface of the pool, then control Kenway's motion with and his direction with . Swim to the air pocket icon, where Kidd awaits, then tap to surface for a few breaths of stale air. You can also hold the High Profile Button to swim faster. Follow Kidd on the second part of the swim to reach a huge cavern, where you must lead the climb to a waypoint marker. Follow the route shown here to reach it.



There is a puzzle to solve to complete the Memory. As the color-coding immediately suggests, you must move the three effigies into their appropriate slots. To do this, you must utilize the capstan at the center to rotate the disc, and the lifts on either side of the circle to raise and lower the effigies, as required. To raise an effigy, you climb onto the nearby counterweight; to lower one, climb onto the effigy itself. It's a fun puzzle, and not one that should take too long. If you get stuck or feel too impatient, feel free to just follow the direct solution detailed [here](#).

- Climb onto the left-hand counterweight to raise the blue effigy.
- Turn the capstan anticlockwise once to align the blue slot with the blue effigy above, then climb onto the blue effigy to drop it into position.
- Rotate the capstan anticlockwise once again, then climb to the left-hand counterweight to raise the red effigy.
- After another single anticlockwise rotation of the capstan, climb on the left-hand side and grab the red effigy to make it descend to its rightful position.
- Finally, after an anticlockwise rotation, climb up to the right and drop the green effigy to trigger the closing cinematic.

Memory 04 - "Overrun And Outnumbered"

Mission Overview

Optional Objectives

- Use eight Sleep Darts on guards.
- Use two Berserk Darts on guards.

Notes & Further Reading

- Once again, this Memory begins immediately.
- You obtain the Blowpipe at the start of this Memory, a versatile and, most importantly, silent weapon that facilitates interesting tactics whenever stealth is necessary or desired: see page 246 for details.
- At the end of the Memory, James Kidd introduces Assassin Contracts – a major form of side quest. These can be found in many locations throughout the Caribbean, and are covered on page 188 of the Side Quests chapter. Kidd also reveals the purpose of the Mayan Stones: they are used to unlock a door in the ruins at the heart of the Brotherhood camp.
- Before you depart Tulum, search the area east of the temple Viewpoint to find capuchin monkeys in the trees; Eagle Vision makes this extremely easy. Shoot and skin two of these, and you can craft the Berserk Dart II upgrade.

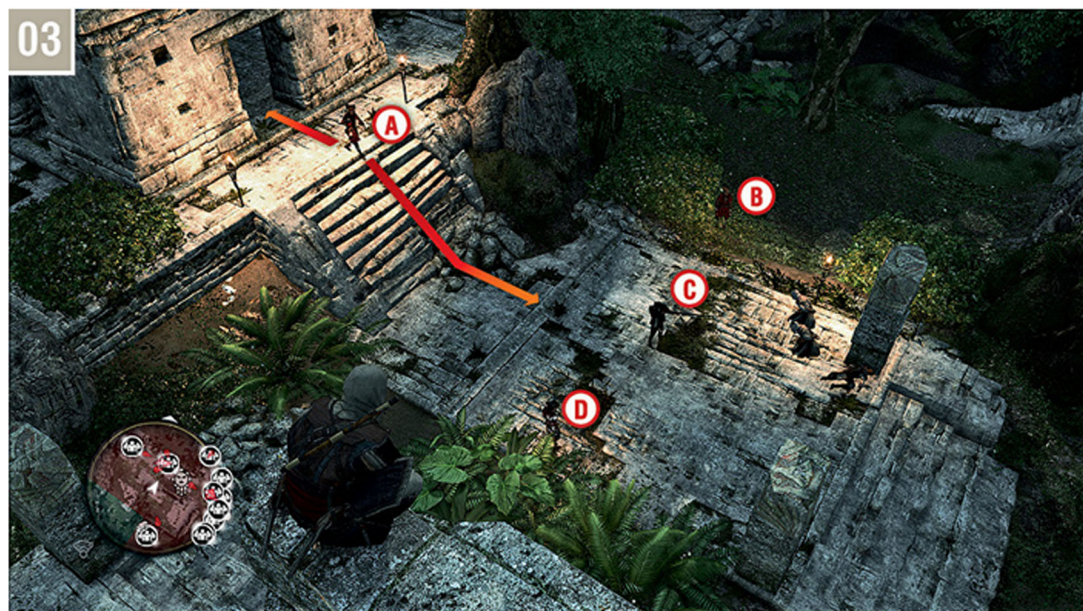
01 Follow James Kidd to trigger a cutscene. When this ends, Kenway takes possession of the Blowpipe. Follow Kidd's instruction to hit the approaching soldier with a Sleep Dart. Hold the Manual Aim Button and use  to move the target over any point of the victim (note how the target is red when you are within range), then press the High Profile Button to fire. As with the pistols, you can also tap  at close range (when a target is highlighted) for a snap-shot.

Note how Kidd kicks the incapacitated guard: this is an important clue. Sleep Darts only render the target incapable of action for a short period of time, as indicated by the circular meter. They will wake when this time expires, or if roused from their stupor by an ally. To knock them out permanently, move close to them and press  for a decisive kick. Berserk Darts take effect after a short delay. The afflicted target will then engage anyone – friend and foe alike – in combat until incapacitated, or the timer expires.

Every time you free a group of Assassins (but not pirates) in this Memory, your stocks of both dart varieties are automatically replenished. You can also occasionally regain Blowpipe ammo by looting the bodies of your enemies, or by searching dead Assassins. If you have taken the time to hunt animals and obtain bones, you can even create them via the crafting menu.



You must now free 14 captives, with one major complication: the soldiers (particularly those with rifles trained on their hostages) will attempt to kill any Assassins or Jackdaw crew members if they spot Kenway. Each hostage death will cause the "casualties" meter to deplete: once empty, you fail the mission. For this reason, you'll need to avoid open conflict in favor of creative Blowpipe use. From your starting position, make a dash for the Gunner stationed on the nearby tower. You should be able to reach and assassinate him before he looks your way, though there's no shame in firing a Sleep Dart to err on the side of caution as you move within range.



From your vantage point, you have a commanding view of the situation below. Equip the Sleep Darts. Shoot the patrolling soldier first (A), then the soldier on the far side (B), then the marksman with his rifle trained on the captive Assassins (C), then target the final soldier directly below your position (D). Quickly knock out the drugged soldiers, then free the two captives in the open. Don't neglect to free the lone Assassin in the tower to the northwest before you press on.



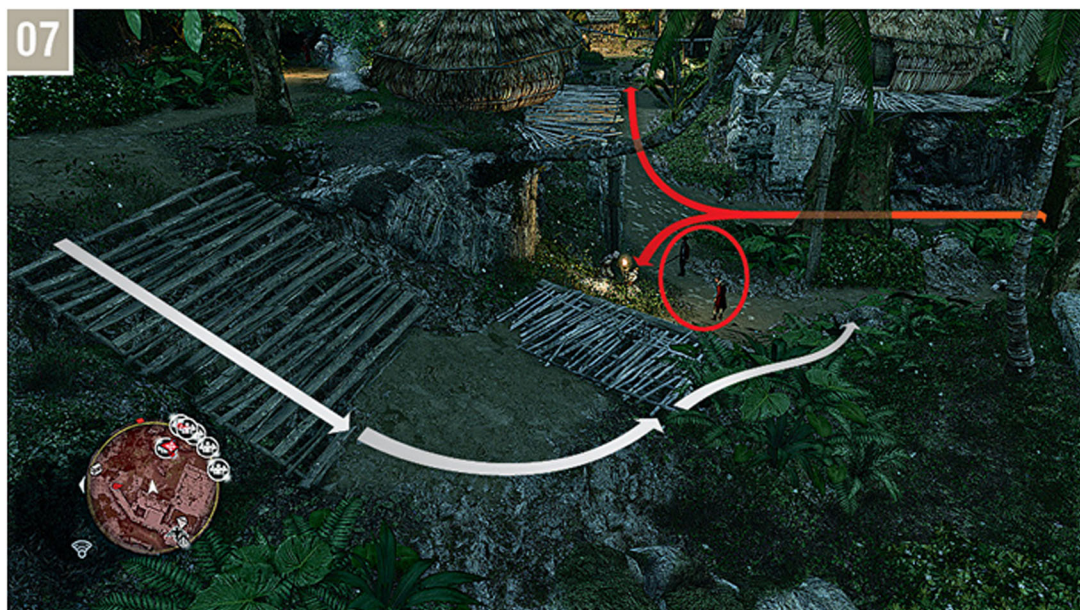
Head to the east and stop at the precise position shown in the screenshot: this is just close enough to have all four guards in range, but not so close to trigger the patrols of the soldiers to the left and right of the Gunner. As before, hit the guard at the rear of the group first, then shoot the trio further ahead with soporific darts from left to right in quick succession. You may find that the soldier on the right begins to move just before you reach him; in that eventuality, either move forward to keep him in range, or sprint behind him for an assassination. Knock out all guards, then free the captives.



If you are curious about the lack of prompts to use Berserk Darts so far, there's a very good reason for this: their effects are perhaps a little too chaotic for the purposes of your objectives here. However, there is an Optional Objective to use them on two guards. The hostage locations directly to the northeast and southwest of your position are the perfect opportunity to meet this requirement. In each instance, hit the lone guard with a Berserk Dart, then run in and assassinate him before the intoxicant actually takes effect. Once all prisoners have been freed, climb to the Viewpoint and Synchronize.



Perform a Leap of Faith into the pool below, then watch to the north. When the lone guard walks to the east, run and take cover in the hiding spot. You can assassinate him when he returns, then free the pirate.



From the pirate's position, run down the bank to reach the next pair of prisoners. From the Stalking Zone, you can easily knock out the two closest guards with Sleep Darts; when their patrolling colleague returns, incapacitate him too before he causes a scene.



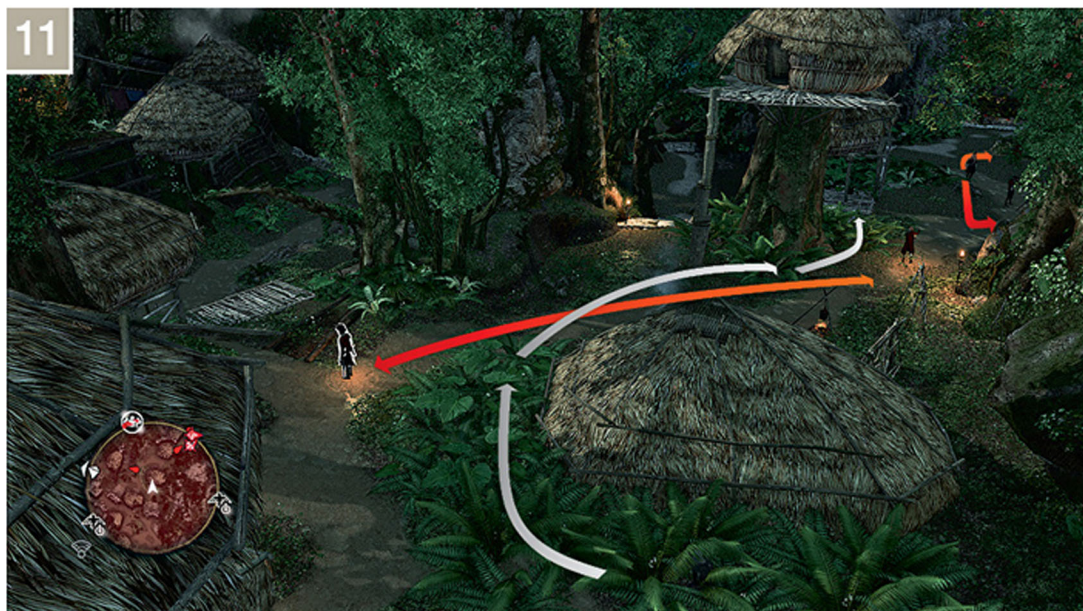
Retrace your steps, back up the wooden ramps, and head to the east. Stay on the left-hand side of the path, in the Stalking Zones, to avoid detection as you approach the two guards. They will break off to walk two separate patrols when you approach their position. This is your opportunity to climb the nearby post to reach the wooden walkway above.



The reason for this detour is important: there are two Gunners on guard towers with a wide overview of the area where most of the remaining captives are located. By eliminating them beforehand, you make the final steps much, much easier. Equip the Sleep Darts, then drug the first Gunner. You can then safely run over the rope to the first tower, knock the soldier out, then free the prisoner. Once again, use a Sleep Dart to knock out the Gunner in the next tower, then free run over the tree to reach the ropes that lead to him. Once he has been neutralized, the end is in sight.



From the tower, look to the south. You should have three Sleep Darts remaining. Wait until the patrolling soldier moves within range, then shoot him and the two Gunners in quick succession. If you are low on (or out of) Sleep Darts, you can alternatively make a quick sprint to the hut roof to the left and perform an air assassination on one of the two Gunners; quickly dispatch the other one, then slay their nearby ally. There is fourth soldier further ahead, behind a tree (marked by an X on our screenshot) who you can kill in combat – as long as you don't use a pistol, a fight won't attract any attention. If you have enjoyed a 100% success rate in saving prisoners so far, a cutscene will herald the end of the Memory: skip to step 15. For those who haven't, or require further Blowpipe attacks to complete the Optional Objectives, we will cover optimal strategies for freeing the remaining captives.



Run down the wooden steps to the east and enter the Stalking Zone that surrounds the hut. Eliminate the Captain, then press forward into the first Stalking Zone close to the large tree; use a whistle to entice the lamp-bearing sentry to his demise. When the patrolling Captain faces away, quickly transfer into the next Stalking Zone in line, then whistle to lure him over for another stealth kill.



There are four prisoners in this location and you should have two Sleep Darts: use these to knock out the man on the right first, followed by his ally on the left. You can then run into the Stalking Zone to your left to flank and assassinate the remaining soldier as he walks to investigate. If you are short on Sleep Darts, Berserk Darts will suffice, but you'll need to be quick to engage and eliminate the Gunners before they shoot any captives.



The penultimate group of prisoners is a short walk to the north, and features a Captain watching the captives with a colleague, while a third guard follows the patrol route marked on the screenshot. Due to the absence of Gunners with weapons poised, you can just eliminate the guards in a straight fight.



If you still haven't satisfied the prisoner quota, this location is the last-chance saloon. If you are out of Sleep Darts, decisive action is your best course of action. Eliminate the patrolling Captain from the Stalking Zone, then sprint towards the closest Gunner and perform a running assassination. If you can reach and engage the second Gunner immediately, he'll focus his attention on Kenway rather than execute the prisoners. You can optionally drop a Smoke Bomb to bring the fight to a swift conclusion.



Once you reach the required 14 prisoners freed, the Memory ends after two cinematic interludes. After the mission summary, James Kidd briefly introduces the new Assassin Contracts side quests (see "Mission Overview"). Interact with Kidd again, and follow him into the ruins. When you reach the door, press  to place the Mayan Stone recovered earlier into the appropriate slot. You are then free to return to the Jackdaw when you are ready to proceed.

Sequence End

At this point, it's worthwhile to note that you will require a sum of 5,000 **R** to continue with the main storyline at the start of Sequence 06. If you are short of funds, we suggest that you undertake optional activities that offer financial rewards (such as Assassin Contracts, warehouse raids, Treasure Maps and piracy) to raise capital during Sequence 05. See the Completion Timeline on page 128 for an optimal approach to secondary activities, and our guide to generating wealth on page 252.



Walkthrough Sequence 05

PREVIOUSLY...

Having appropriated du Casse's Great Inagua compound as his new hideout, Kenway travels to distant Tulum. There, he meets with James Kidd and – rather unexpectedly – Ah Tabai, a Mentor of the Assassin Brotherhood. Ah Tabai denounces Kenway for his earlier support of the Templars, and his complicity in Assassin deaths in Havana and other locations exposed by Walpole's maps. It is perhaps only the word of Kidd – now revealed to be an Assassin and aware of Kenway's capacity for "the Sense", more commonly known as Eagle Vision – that stays the Brotherhood blades at this most delicate moment.

Kenway and Kidd enter an old Mayan temple, as directed by Ah Tabai, where they operate an ancient apparatus to reveal a stone face carved hundreds, perhaps thousands of years before. This is the visage of the Sage, recognizable by his features alone, but clearly marked by the rare and distinct heterochromia of his eyes. Kenway then aids the Assassins in repelling an attack by slave traders, but Ah Tabai is unmoved by this oblique act of contrition. Though he absolves the pirate of his earlier errors of judgement, he states in no uncertain terms that Kenway is not welcome at the Brotherhood base. Kidd, however, suggests that Kenway might help their cause by completing Assassin Contracts – but for a price befitting his mercenary proclivities. Leaving Tulum, Kenway continues his search for the Sage: the only man who can lead him to the Observatory.

Memory 01 - "The Forts"

Mission Overview

Optional Objectives

- Use the mortar to damage the fort.
- Use a running assassination to kill the officer.

Notes & Further Reading

- To complete the related Optional Objective in this Memory, you must purchase the first mortar upgrade, which unlocks the weapon itself. See page 230 to learn how to use this weapon.
- This mission unlocks the Punta Guarico location (see page 164). It is a small Naval Fort that can only be conquered during this main Memory.
- If you have yet to do so, this is definitely an optimal time to clear all Level 1 Naval Forts. If your Jackdaw is bristling with powerful upgrades, you will benefit by conquering Level 2 locations as well. See page 193 for more details.
- After you complete the mission, this zone of the map is unfogged, revealing Cumberland Bay (page 165), Tortuga (page 167) and Petite Caverne (page 197) in the region. You might profit by visiting these locations before you continue to Kingston to begin the next Memory.

01 Fast Travel straight to Nassau to view a cinematic that formally begins Sequence 05. Once this ends, board the Jackdaw and take the helm. You must now set sail for the Punta Guarico Naval Fort to begin the actual mission – though you can cut the journey time by a few minutes if you Fast Travel to Great Inagua. Sail carefully through the Restricted Area to reach your destination. When the prompt appears, press  to begin the Memory.

Your strategy in the initial stages of this Memory should be informed by the current state of the Jackdaw. If you have a very basic set of upgrades, you may benefit by luring the brig just out of range of the Naval Fort's mortars, then sinking it; you can then board the vessel and use it for repairs, if necessary. With a more powerful Jackdaw, however – especially if you have the Reinforced Hull upgrade – it's better to focus your fire on the highlighted areas of the fort itself, ignoring the enemy vessel. Use mortar fire to satisfy the Optional Objective, then hit the highlighted areas with broadsides. Don't neglect to fire the swivel gun whenever weak points appear: this causes massive damage, especially if you have upgraded the weapon.



With the towers destroyed, you are now free to make an assault on the ground. Sail into the highlighted area on the south side of the fort and hold  to dock, then follow the route shown here to reach the inside of the fortress. If you destroyed the defenses before engaging the enemy brig, you may be able to dock before it engages the Jackdaw. If not, you will need to incapacitate it before you can relinquish control of the wheel.



There's no need to get involved with the combat in the courtyard: just follow the route shown here to reach an archway. Your target lies just beyond the opening.



Your target will attempt to run... but towards Kenway. The second Optional Objective requires that you kill the fort's officer with a running assassination so, without breaking stride, press  to perform that very feat. Once he has been eliminated, all other hostiles will cease their resistance. Use the lift to quickly reach the upper area, then approach the doors marked by the waypoint and press  to complete the final objective.

Memory 02 - "Traveling Salesman"

Mission Overview

Optional Objectives

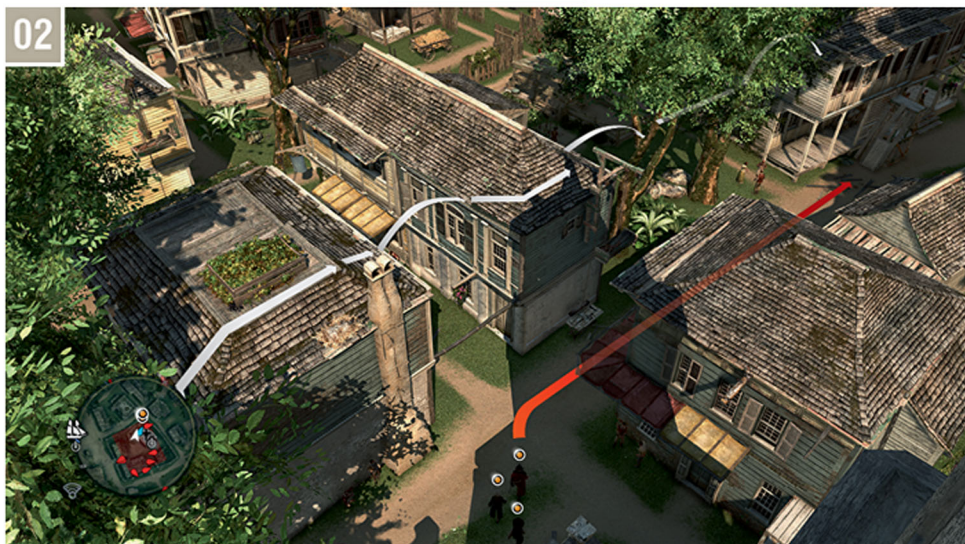
- Kill four Gunners.
- Kill five guards stunned by Smoke Bombs.

Notes & Further Reading

- The most convenient route to Kingston takes you close to the Navassa fort (see page 195). If the Jackdaw is up to the task, it makes sense to conquer it to remove the Restricted Area that complicates travel through the region.
- As this is your first visit to Kingston, it may be prudent to explore a little before you continue with the story. As ever, Synchronizing at Viewpoints is a good use of your time, though you can skip the two sites in the northwest for now: you'll visit these locations during a forthcoming Memory. See page 178 to learn more about this city.
- Stock up on Smoke Bombs before you begin: you'll need these for an Optional Objective. Sleep Darts are also highly useful.



Travel to Kingston and speak with Adewalé on the beach to begin the Memory. Mark your targets with Eagle Vision, then run to the nearby ramp and climb to the upper branches of the tree; from there, you can jump to the rooftop and watch the two targets safely from above. Though Kidd continues his pursuit on foot, Kenway is much better served by keeping track of Torres and Prins from above.



Free run via the route shown here to keep up with your targets as they walk below. Keep your eyes directly ahead as you move through the trees: there is a Gunner on the next rooftop. You can incapacitate him with a Sleep Dart if there is a danger of detection during the approach; if not, just move behind the sentry and assassinate him to begin the Optional Objective.



Continue to the next rooftop in line via the trees, as shown here. A Gunner will climb the ladder to reach the rooftop as Torres and Prins walk beneath. Hide behind the chimney, then whistle to attract him for a quiet kill.



Move to the west side of the same rooftop and watch your targets below. When they move off to the northwest, jump down and move to the next building to the west. Climb the ladder to reach the rooftop.



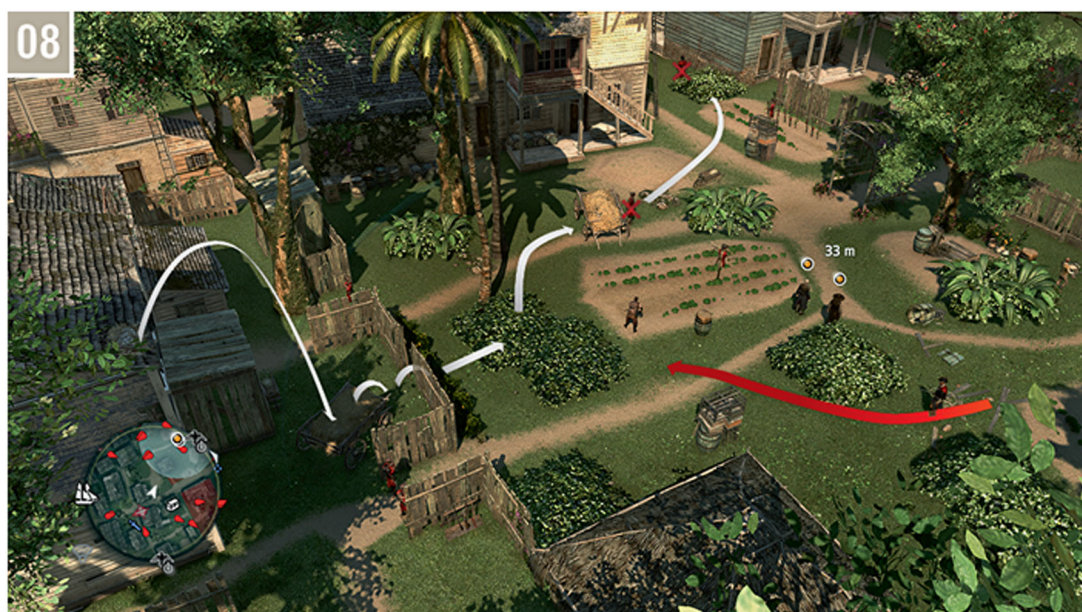
As the targets walk south, free run through the trees to reach the next rooftop.



Timing your movements carefully to avoid detection, continue south until you reach the thatched roof. There is a rope on the other side that offers easy access to the next building, which you can climb without fear of detection once your targets have passed. The third Gunner required for the Optional Objective can be found on the opposite side of this rooftop.



Turn to the west and free run via the route shown here to reach a building further along the street.



When Torres and Prins arrive at the garden, an eavesdrop begins. Perform a Leap of Faith into the hay cart, then slip through the gap in the fence to reach a Stalking Zone. There is a Captain patrolling to your right here, but he's usually at the far extent of his route when you arrive; a glance to ensure that this is the case is a good idea before you continue. When your targets move past the next hay cart, jump into it and assassinate the soldier there; you can then move up and eliminate the Brute from the Stalking Zone.



When you arrive on the street, wait until your targets move around the corner, count to five, then run through the open doorway. This will deliver you through the house automatically, with Kenway jumping to a branch outside.



Climb the branch and free run to the next rooftop. If you made your move a little too early, you may briefly interrupt the eavesdrop. As long as you reach the roof quickly, this will have no lasting repercussions.



Use the beam to reach the rooftop to the north, then eliminate the fourth and final Gunner to complete the Optional Objective. When Torres and Prins have passed that position, perform a Leap of Faith into the hay cart.



Assassinate the guard in front of your hiding spot, then move through the Stalking Zones. There is one more soldier to eliminate, then you can reach a Stalking Zone where Kidd awaits. Take the time to select Smoke Bombs: this will enable you to hit the ground running after the cutscene.



Run straight for the guards and drop a Smoke Bomb to incapacitate them; you can then eliminate at least three with simple assassinations before the cloud dissipates. Drop a second device, then quickly kill additional targets to satisfy the second Optional Objective.



After the cutscene that follows the battle, you must chase and tackle Kidd. Though he will make his way onto the rooftops when the pursuit turns to follow the path to the east, you should resolutely remain on the ground. Quickly obtain additional Smoke Bomb kills if required.



Ignore Kidd, and just sprint to the east to reach the intersection pictured here. You can then turn and wait for Kidd to return to ground level, then hold the High Profile Button and press  with the Assassin highlighted to perform a tackle, and end the Memory.

Memory 03 - "Unmanned"

Mission Overview

Optional Objectives

- Use two Berserk Darts on Brutes.
- Use two Sleep Darts on Gunners.

Notes & Further Reading

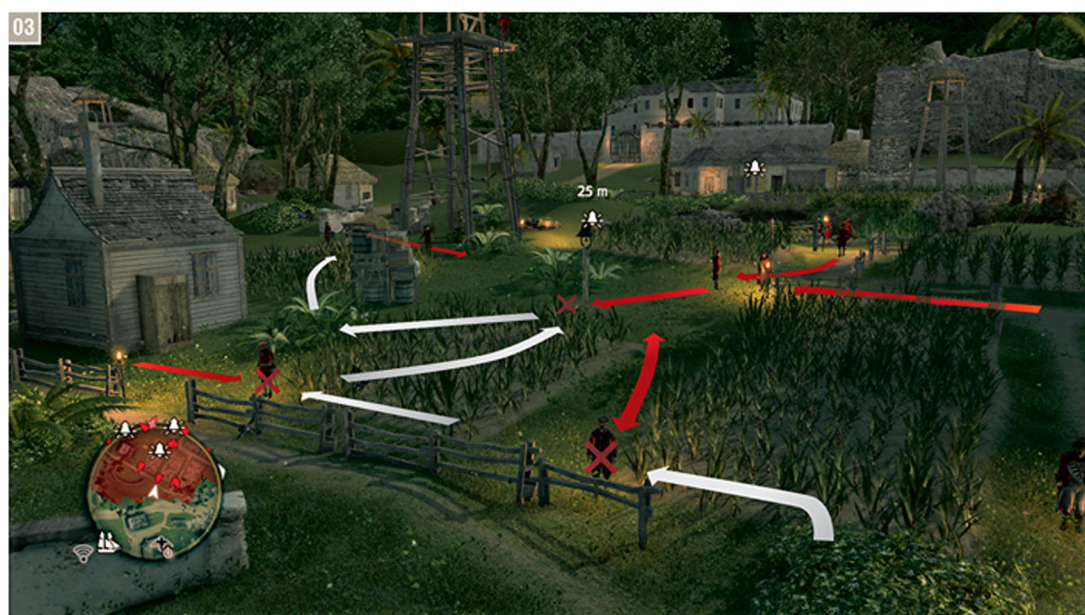
- If you wish to complete the Optional Objectives, you must ensure that you have a sufficient stock of both types of Blowpipe dart before you begin. Head to the southeast side of the city to hunt and skin two howler monkeys. Use Eagle Vision to spot them, and Sleep Darts to knock them from their perches (note that pistol fire may attract nearby soldiers). This will enable you to craft the Dart Pouch I upgrade, increasing the capacity of both dart varieties to 10. This upgrade is an enormous boon in numerous main Memories, so it's definitely worth the diversion.
- If you are out of Smoke Bombs after "Traveling Salesman", we would suggest that you acquire at least a few before you start here – or take the time to loot slain foes to replenish your stocks while playing the earlier stages of this Memory. These may prove useful during a later situation.



Follow the path shown here to reach the top of the windmill and meet with James Kidd.



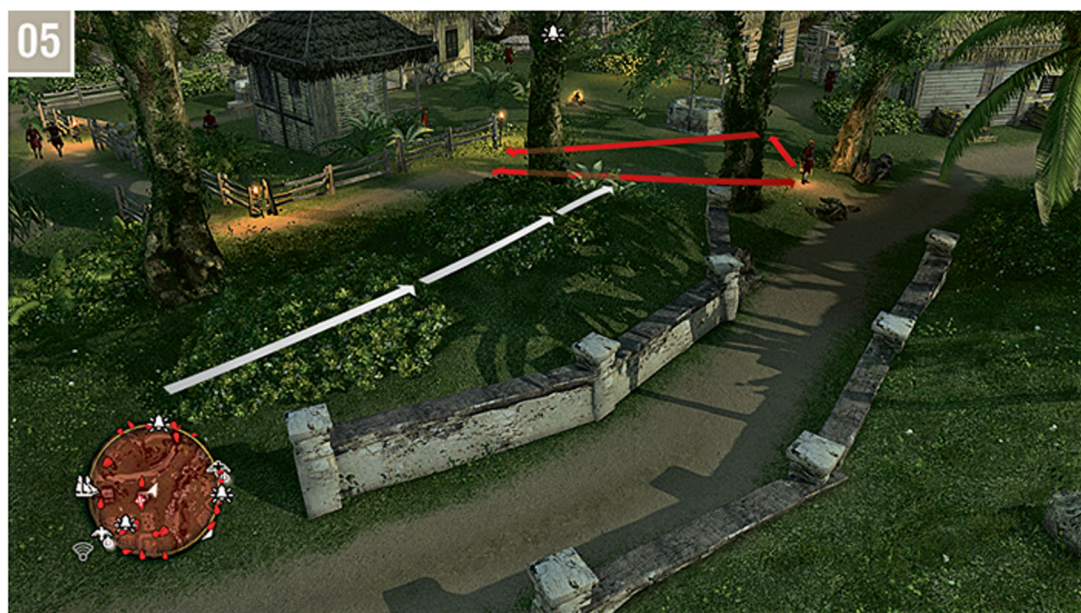
After the cinematic, Synchronize at the Viewpoint and take a moment to view the challenge ahead of you before you perform a Leap of Faith back down to the ground. Begin your approach via the route shown here; be careful not to draw any attention from the highlighted patrols.



Stealth isn't actually mandatory during this mission, though the sheer weight of numbers ranged against you (and the presence of Gunners in guard towers) means that it's distinctly practical. To disable the first bell, you only actually need eliminate three targets, as illustrated in the accompanying screenshot. Once these antagonists have been removed from the equation, wait until other patrols are facing away before you step out and press  to disable the alarm. In the event that you are spotted, quickly return to the Stalking Zone and, if necessary, deal with a guard if he should arrive to closer scrutinize the area. When the coast is clear, move into the Stalking Zone close to the tower. (The checkpoint recorded when you disable the first bell is in this position, so you can easily reload from the Pause menu if a fight breaks out.)



Eliminate the nearby Scout, check the road for a patrolling soldier, then sprint over the path to reach a Stalking Zone just beyond the fence. If you would like to complete the Optional Objectives, turn and face the tower. When the Gunner moves into view, hit him with a Sleep Dart. You can then whistle the nearby soldier and kill him. Press forward to the next Stalking Zone to begin your assault on the second alarm bell.



Move through the Stalking Zones to reach a position regularly passed by a patrolling guard. Whistle to entice him over, then dispatch him.



When no one is watching, make a quick sprint to the Stalking Zone just beyond the fence; hold  as you approach to make Kenway vault it cleanly. You can then assassinate the sentry standing right by you, then wait and lure the patrolling Scout into the undergrowth. Target the Gunner in the tower to the west, then fire a Sleep Dart to incapacitate him – and complete the second Optional Objective.



Check that no one is watching, then step out and disable the alarm; you can then make your way to a Stalking Zone beside a stream.



Sprint along the log to reach the V-shaped section of the tree. When you arrive, tap  to ascend before Kenway is spotted. You can then free run until you reach the last tree in line, then press  again to reach a lofty branch. This vantage point is perfect for the chaos that you're just about to wreak.



Hit the Brute stationed by the hay cart with a Berserk Dart, and the soldiers in the immediate vicinity run in to engage him. From your vantage point, watch the battle unfold. You should still have several darts available. Use these to incapacitate guards, starting with those that haven't entered the battle. Be sure to keep at least one Berserk Dart in reserve to complete the second Optional Objective later. When the battle ends, the area should be clear of hostiles. Perform a Leap of Faith into the hay cart, then step out and disable the alarm bell. Move into the field of crops to the southwest and, from there, make the short jog to the waypoint by the gates.



After the cutscene, follow Kidd through the gates. You will notice a Brute walking down the steps on the left. Hit him with a Berserk Dart as soon as you have a clear shot to complete the related Optional Objective, then sprint into the archway beneath the main entrance. Immediately perform a double assassination on the guards inside, then turn right and run until you emerge next to an outer wall covered in vines. Immediately scale the wall to reach the rooftop.



Using the chimneys as cover, move forwards and eliminate the Gunner. You can make a quick (and entirely optional) detour to the nearby Viewpoint if you wish.



Free run through the tree course to the northwest to arrive in a V-shaped section above Prins. Wait until he walks beneath, then perform an air assassination.



After the visit to the white room and a second cinematic interlude, Kenway must escape the area. With an intimidating number of soldiers in pursuit, utilizing free run courses is the best (indeed, only) way to make a clean escape without conflict. Start at the upturned cart, then free run through the trees.



Just before you reach the outer wall of the mansion, you need to briefly return to ground level. Immediately steer Kenway towards the weathered, curved bough to leap into a tree on the opposite side of the wall. From here, continue through the trees until the free run course comes to an end; dive into the hay cart below.



From the hay cart, cross the stream via the log and use the upturned cart to reach the rooftop. This provides access to another free run course through the trees. There is no time to delay here: those who tarry will find that Gunners will soon gain a clear shot at Kenway.

Sequence End



Free run through the trees until you reach a pile of straw for Kenway to leap into. If you find that you are inexplicably stuck in the trees, it may be that you need to ascend to a higher level; tap  to climb.



The final part of the chase takes place purely on foot. Sprint down the bank, dropping a few Smoke Bombs to deter the mob, and approach the right-hand side of the windmill. You should then run around the building, which will cause the pursuing soldiers to lose sight of Kenway.



As you finish the U-turn, leap into the cart full of hay to reach safety, and end the Memory. In the event that you do not shake all combatants, use your remaining Smoke Bombs to end the fight easily.

You will need to have at least 5,000 to begin the first Memory of Sequence 06, so it makes sense to raise it before you set sail for Nassau. You could easily accumulate this sum in Kingston by completing Assassin Contracts (see page 188), looting Treasure Chests (see page 178) and raiding local warehouses (see page 209). As ever, you can always seek plunder at sea.

No matter which method you choose, players who have taken a relaxed attitude to raising capital and upgrading the Jackdaw so far are advised to begin undertaking optional activities in earnest at this stage. Story episodes that involve the Jackdaw will soon increase in difficulty, so improving Kenway's ship will enable you to stay level (or, better still, ahead) of the difficulty curve. Study the Completion Timeline (see page 128) to learn of all activities available to you, and peruse the "Accumulating Wealth" section of the Reference & Analysis chapter (see page 252) to gain a better understanding of how to make reales with a minimum of effort.



Walkthrough Sequence 06

Kenway and his allies attack a fort where Governor Torres is known to be storing a large quantity of gold, capturing both the prize and the Grandmaster himself. However, Torres informs Kenway that the money is set aside to pay a Dutch slave trader, Laurens Prins, for custody of the Sage. Despite Adewalé's strong reservations, and warnings that the crew might lose patience with Kenway's quixotic dream of obtaining a fortune from the Observatory, the pirate allows Torres to go ahead with the intended trade.

Following the Templar and Prins from a safe distance, he is forced to intervene as James Kidd arrives to assassinate the slave trader – a long-term Assassin target. When Prins realizes that they have been followed, both he and the Templar escape. Kenway and Kidd agree to cooperate to assassinate Prins. During the events that unfold, Kenway discovers that his Assassin friend is actually a woman named Mary (posing as "James" as a necessary subterfuge), and that the Sage – far from being a captive – was actually an employee of the Dutch slaver. The Sage raises the alarm after the death of Prins, and Kenway is forced to flee for his life. With the Sage lost once again, Kenway returns to Nassau...

Memory 01 - "Diving For Medicines"

Mission Overview

Optional Objectives

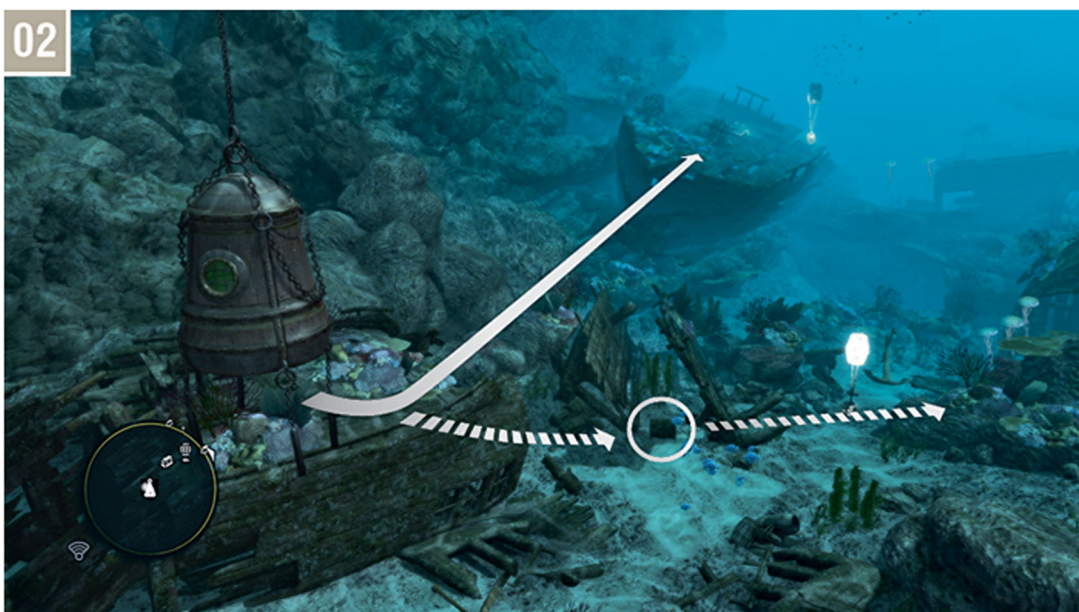
- Loot three Treasure Chests.
- Avoid being attacked by a shark.

Notes & Further Reading

- The purchase of the diving bell, locked until this stage in the story, makes it possible to access several unique destinations. See page 197 for guides to these locations, tips on underwater navigation and features, plus information on the rewards you can obtain.
- There is one feature that you will definitely need to know for this Memory: hold  to interact with the diving bell or an air barrel. This will enable you to refill your breath meter whenever it gets dangerously low. Air barrels are single-use objects, so you need to use them strategically if you have several objectives to complete in an area (such as picking up collectibles).
- You can find the design plan for the Elite Hull upgrade during this Memory. Though it's unlikely that you will be able to afford to purchase the improvements at this stage (both in terms of reales and cargo), it now becomes a plausible goal to work towards over the coming Sequences.

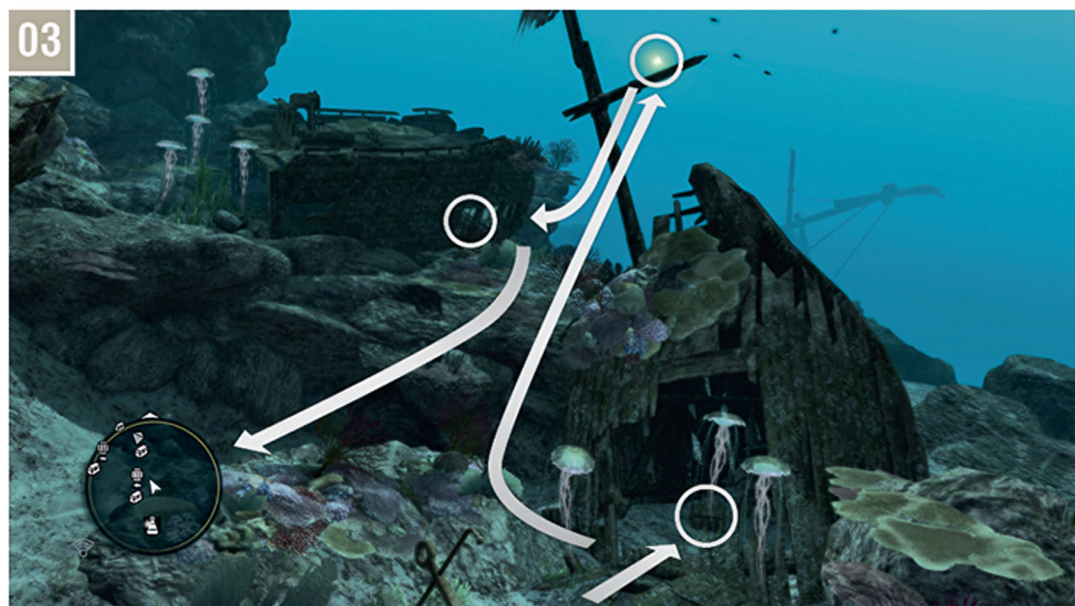


Return to Nassau to begin this Memory. After the cutscene, walk with Blackbeard and Ben Hornigold as a plan is devised and agreed upon. Naturally, responsibility falls on Kenway to fund the purchase of the diving bell. Once you acquire the requisite funds and hand over the 5,000 **R** fee to a Harbormaster (see the Jackdaw Upgrades section of the menu to find the diving bell), you can continue with the main storyline. Return to the Jackdaw and set sail. If you have already visited Florida or liberated the Dry Tortuga fort, you can Fast Travel to one of those destinations to cut the journey time. On arrival, tap  when prompted to start the Memory; after the introduction, make the short sail to the marked shipwreck and hold  to begin the dive.

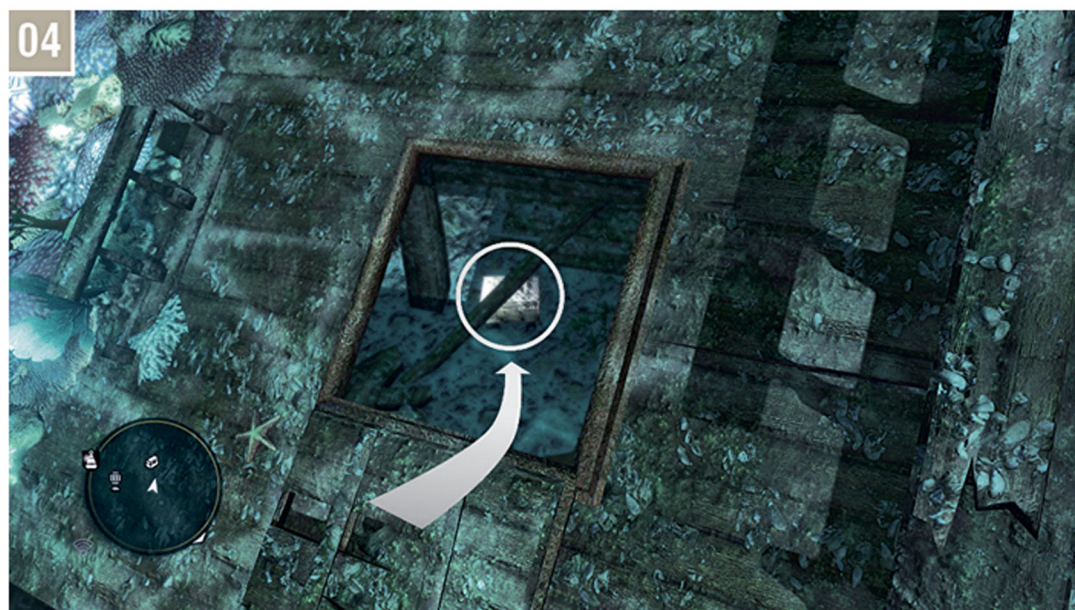


There are six Treasure Chests and three Animus Fragments to recover from the vicinity of the San Ignacio Wreck. As it makes sense to collect these now (and obtain a valuable design plan), we'll cover all nine collectibles here. If you would rather just progress in the storyline, swim straight for the glowing hatch on the ship and resume the walkthrough at step **04**. Otherwise, swim down and open the first Treasure Chest on your way to the hull portion with three jellyfish in front of it. Ignore the air barrel for now.

PREVIOUSLY...



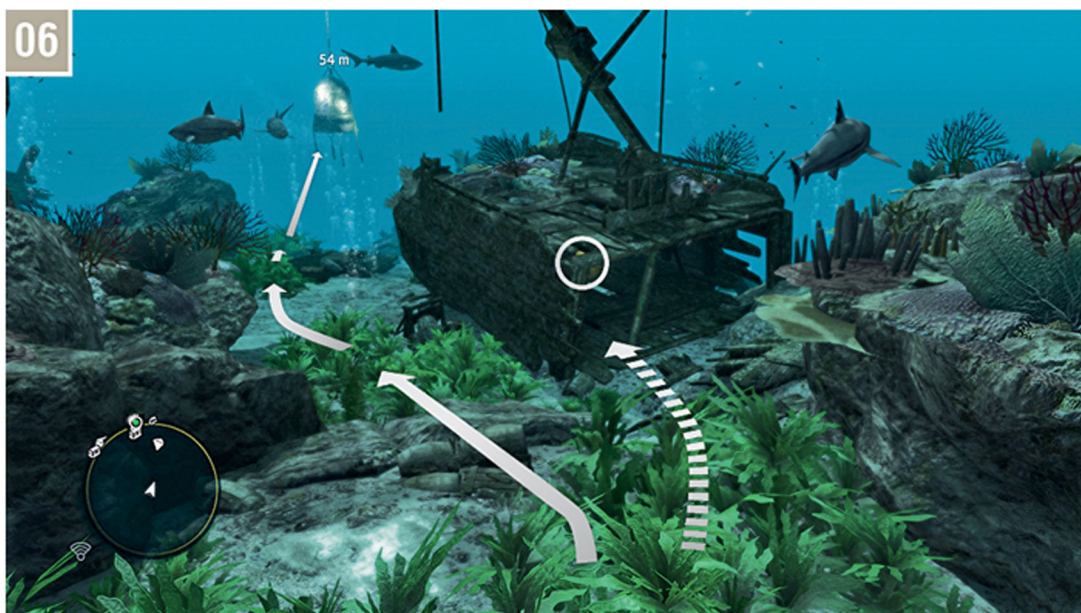
Taking care to avoid the jellyfish, loot the second Treasure Chest, collect the Animus Fragment from the mast above, then swim to the right-hand side of the hull section to the north to find a third Treasure Chest. You can now swim to the glowing hatch. Before you enter, press  in close proximity to the nearby air barrel to replenish the breath meter.



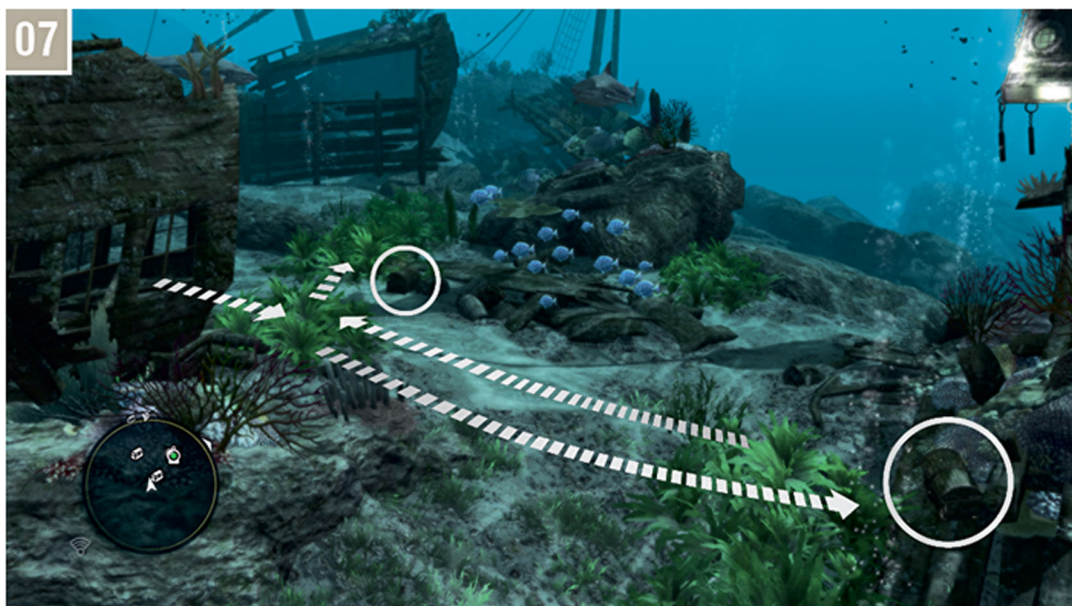
Press  to interact with the hatch, then swim inside and approach the chest trapped beneath a rotting beam. Open it to trigger a cutscene. When this ends, swim through the new tunnel to the west until you reach an air pocket (), where you can swim to the surface to replenish the breath meter. After this, continue to the west until Kenway is caught in a strong current. Use  to dodge hazards during this brief challenge.



Swim through the short remaining section of the cave. Kenway should be in fairly immediate need of oxygen, so swim to the air barrel; an ambient event directly ahead of your position will foreshadow what the next challenge will be. From the air barrel, swim into the patch of seaweed. Sharks cannot detect Kenway while he is in these areas, so think of them as underwater Stalking Zones. If Kenway is attacked by a shark, follow the onscreen button prompts to repel it.



If you watch the sharks carefully, you will note that they move in predictable patterns. If you simply wish to return to the surface and complete the Memory, follow the route shown here to reach the patch of seaweed closest to Blackbeard's diving bell. When the nearby shark swims to the south of your position, quickly swim towards the diving bell and press  to enter, and again to end the mission when prompted. If, however, you would like to pick up all collectibles – including the Elite Hull upgrade for the Jackdaw – and 100% synchronize this shipwreck before you leave, you have more work to do. Start by swimming into the hull section to the right to collect an Animus Fragment.



Take your time in reaching the remaining four collectibles. Should a shark attack you and make you fail the Optional Objective, you can simply restart from the last checkpoint. If you angle your approach carefully, Kenway can open these two Treasure Chests while concealed by seaweed. You may wish to move to the diving bell to replenish the breath meter before you continue.



Finally, collect the remaining Animus Fragment on the right, then return to the seaweed patch. Watch the shark to the left carefully; when it swims away, squeeze through the gap to open the last Treasure Chest. This contains the design plan for the Elite Hull upgrade, so it's definitely worth the risk. You can now backtrack to the seaweed leading to the diving bell.

Memory 02 - “Devil’s Advocate”

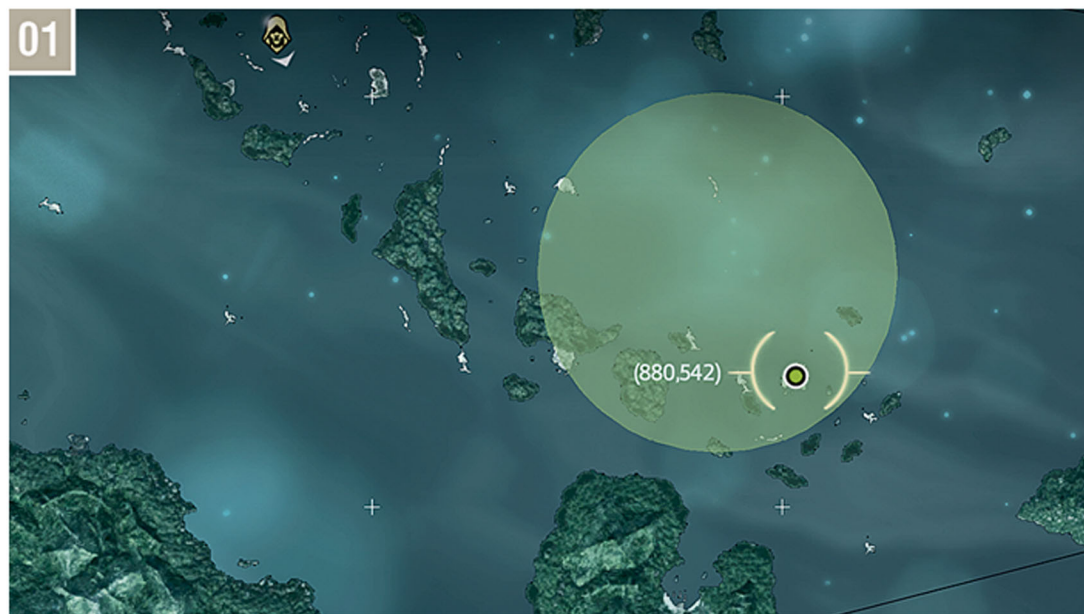
Mission Overview

Optional Objectives

- Rescue five survivors.
- Kill three guards stunned by Smoke Bombs.

Notes & Further Reading

- Replenish your stock of Smoke Bombs before you begin: though required for an Optional Objective, they also make a large battle much easier to complete.
- Though you won't stop for long, this Memory features the first story-mandated visit to Mariguana Island. See page 152 for further details if you wish to return here and explore afterwards.
- This is the first main story Memory where you are likely to encounter frigates: a class of warship more powerful than the schooners and brigs you may have encountered so far. Turn to page 239 to learn more.



Fast Travel to Salt Lagoon, then approach the ship at the  marker and press  to begin. You can then set sail for the waypoint, where you will find a huge circular search zone that is, naturally, a Restricted Area – and teeming with British ships. The Optional Objective to rescue five survivors can be accomplished both by picking up strays on the sea (by far the easiest method), or by sinking hostile ships to create them. Naturally, with the area heavily populated by frigates, one battle tends to lead to another – so you may prefer to explore the periphery of the search zone to collect the five men. When you have accomplished this task, or are ready to proceed, move to the position marked on the accompanying map to locate the Queen Anne's Revenge.



On arrival at the waypoint on Mariguana Island, steer in close to the Queen Anne's Revenge and release the wheel. Dive overboard, swim to the beach and join the fight. As you enter the fray, drop Smoke Bombs to set up easy assassination kills and complete the second Optional Objective. As a fringe benefit, this also serves to make a chaotic battle much easier to deal with. When the final soldier falls, board Blackbeard's ship and take the wheel.



Immediately set sail for the enemy man o' war, steering to avoid its mortar salvos during the approach. Blackbeard's mighty ship fires broadsides in a staggered sequence of three barrages, which makes it incredibly powerful – but be mindful of the fact that you must therefore maintain a suitable course to keep the enemy ship targeted until the third round of cannonballs have been fired. Though a sustained and aggressive assault can work well, taking the time to brace and reduce damage from enemy fire is still a very good idea. When the man o' war has sustained sufficient damage, cease your bombardment and sail in close to trigger a cutscene.



After Kenway rides a lift to the upper reaches of the Queen's Anne Revenge at the close of the cinematic, free run through the rafters to reach the enemy ship, making sure you take down the two Gunners standing on the mast platforms with your pistols or the Blowpipe. From there, you can move to a position above the highlighted Captain and perform an air assassination to complete the Memory in dramatic fashion.

Memory 03 - "The Siege Of Charles-Towne"

Mission Overview

Optional Objectives

- Use three Sleep Darts on crocodiles.
- Skin a crocodile.

Notes & Further Reading

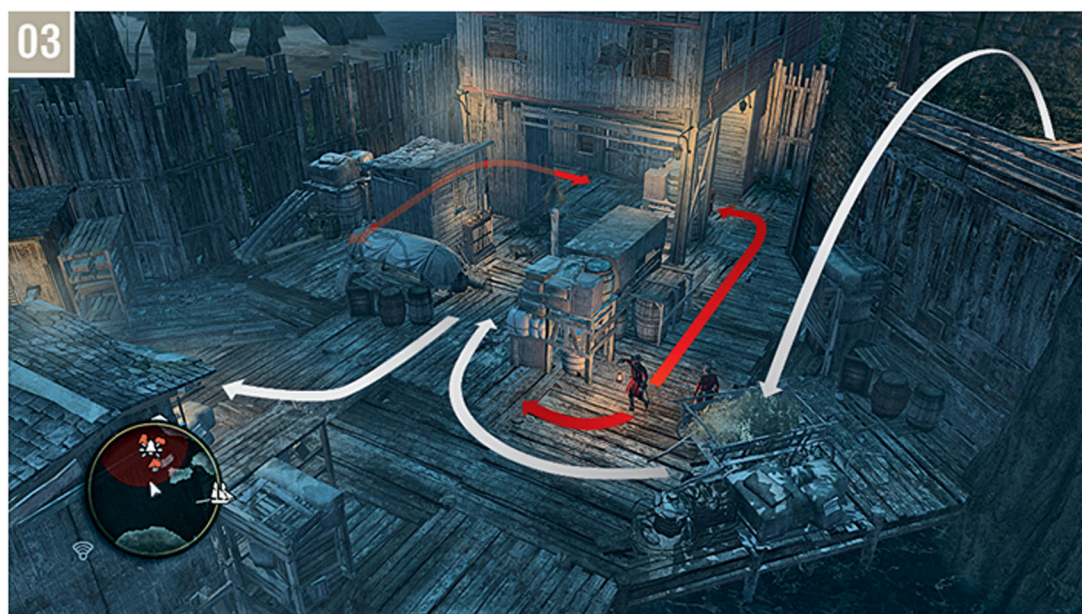
- Ensure that you have a stock of Sleep Darts (or the means to craft them) before you begin this Memory: they are required for the Optional Objectives.
- Those aspiring to not a single percentile less than 100% Synchronization may wish to visit Nassau to clear it of collectibles and side quests before they begin this Memory. Sequence 07 begins with a plot development that will make these activities a little more complicated and time-consuming.
- The location that you visit during this Memory is exclusive to this section of the story, and features no collectibles.



The Memory Start position is a short sail to the west of Nassau, so you can Fast Travel there (or the nearby Andreas Island) to reduce the journey time. When the mission begins, you must tail a ship through a waterway dotted with guard posts and potential witnesses. You should maintain a speed no faster than half-sail throughout this section. Start by taking the left-hand channel, then stick to that side of the water to avoid detection. Note the pools of illumination that indicate the approximate extent of enemy vision range; you can also refer to the mini-map for a more precise guide on where not to sail.



After staying close to the left-hand bank for a minute or two, you will reach a narrow section of water where the Jackdaw will automatically come to a halt. Disembark and follow this course to begin the approach to the alarm bell.



From the balcony, perform a Leap of Faith into the hay cart. Assassinate the stationary guard, then wait for a patrolling soldier to approach your position; whistle to lure him over, then strike. There are stationary guards on the covered section of the walkway, so it's prudent to avoid them entirely. Wait until the second patrolling guard (on the left-hand side of the illustrative screenshot) is out of sight, then make a quick dash to the bell to disable it. Adewalé automatically steers the Jackdaw to your position at this point, and the vessel you are tailing resumes its journey. Return to the wheel to continue.



The remaining section of the journey on the Jackdaw is entirely linear. When you reach the jetty, Kenway will decide to continue tailing the boat on foot. Run into the ruined ship directly ahead. However, if you wish to complete the Optional Objective to use Sleep Darts on crocodiles, this is the perfect place to do that – you will find three or four swimming in the surrounding water. After drugging the required number, skin the crocodile closest to the path to complete the second Optional Objective. There is a checkpoint right here, and you actually have a surprising amount of time until your primary targets move out of range.



Climb to the top of the hull, then traverse to the right until you can go no further. You can then drop down (hold  to make Kenway release his grasp), then run through the hole in the hull.



Safely cross the river via the wooden free run elements, then use the Stalking Zones to stay out of sight as you pass the soldiers.



Run for the crates and climb into the building, then turn left – be careful here, as you'll need to align Kenway with a narrow wooden beam – and free run to the other side. When you emerge, use the dilapidated masonry to reach the wall of the tumbledown church.



Swing via the wooden beam to reach a chandelier, then turn right to leap to another chandelier. Turn left and hop to the wooden beam, then jump to the gap in the wall. Continue free running in the same direction until Kenway lands in a Stalking Zone. There is a checkpoint at this stage.



From the Stalking Zone, use the crates to reach the upper floor of the building directly ahead, then turn right.



You may need to wait here to allow the boat to sail past. When it does so, use the branch on the tree to swing down to a Stalking Zone in the graveyard. You can now carefully make your way along the water's edge until you reach a wall.



When you enter the eavesdrop circle, the soldiers will start walking. Begin by cautiously free running on the beams; stop and wait when they pause to converse. When they move on again, swing down to the ground and hide behind the wooden wall to the right before, once again, they stop to talk. Follow them and hide behind the nearby barrels. Shortly afterwards, the alarm is raised, and Kenway must pursue and kill the Captain.



Early in the chase, after rounding the first corner, you will reach the free run course shown here. You cannot catch the Captain until a specific stage in the pursuit, so focus on swift, decisive movement to keep up with him.



An explosion clears the path of assailants in this position, leaving Kenway clear to hop over the beams. When you approach the gate, use the upturned cart to the left to begin another stretch of free running.



This stretch of the chase seems entirely straightforward at first, but there's a unique feature here: when Kenway slides down the slope towards the crocodiles, press  to jump over them. Angle your approach to the left of the soldiers as you near the opening.



Once you pass the blockade at the gate, the Captain will begin to tire as he runs for his life. There are two potential assassination spots here. If you have made good time so far, you should catch him at the first.



If the Captain eludes you and enters the warehouse, you have one last opportunity. Climb the boxes to the left, then free run over the beams; you should gain an air assassination opportunity before the Captain reaches the final gate. If you fail, don't feel too annoyed: the checkpoint places you back at the start of the pursuit, and it's always easier after an initial practice run.

Present Day: Part Three

Accompany Melanie to the CCO's floor, then follow John from IT's instructions to reach the security room and hack the camera control panel. The new hacking minigame requires you to select numbers that, when multiplied, add up to the target number. Use **L** to move between number groups, and **R** to select individual figures. The broad strategy for this puzzle type is to infer the solution from the target number – see page 221 for a complete presentation of the system.

The solution here, if speed is of the essence, is 2-5-7. When the surveillance ends, use the window cleaning platform, as directed, to reach Olivier's office and hack his computer. This introduces the third and final style of hacking minigame, where you must use **L** to "transfer" data from the left side of the screen to the right. Red lines represent security programs that will destroy your data, returning it to the left side of the screen. You will also notice wavy blue lines. These are safe in this state, but will regularly become active security programs (solid red lines). Time your approach carefully to take this hazard into account.

As before, return to the lobby to deliver the data to the courier. You now have Security Level 2 clearance, which opens new doors in the lobby area and on the Sample 17 floor. Explore these and the secrets they might yield if you wish (see page 220). When you are ready, return to your Animus to continue Kenway's story.



PREVIOUSLY...

Nassau may be a haven, free from crown interference, but disease is exacting a toll on the inhabitants of this nascent pirate democracy. After consulting with other leading pirates, Kenway purchases a diving bell and attempts to retrieve medicine from a Spanish wreck, but finds that the liquid has spoiled during its years beneath the waves.

Despite an earlier (albeit tenuous) consensus that medicines be acquired without antagonizing the British, Ed Thatch – now embracing his Blackbeard persona – opts to take direct and aggressive action. After obtaining directions from Ben Hornigold, Kenway lends assistance to Blackbeard during a battle with a British man o' war. Later, he finds the legendary pirate blockading a settlement on the North American mainland, his ships adorned with hostages. With the local commander refusing to yield, Kenway favors stealth where brute force has failed. After sailing the Jackdaw on a perilous inland course to reach Charles-Towne, he assassinates the stubborn official. He returns to Blackbeard with the medicines, and the means to mix further doses. Though the legendary pirate approves, he expresses a desire to travel north – implicitly signaling that he wishes to play no further part in Nassau or its troubles. After bidding his friend farewell, Kenway returns to the island.

Memory 01 - “We Demand A Parlay”

Mission Overview

Optional Objectives

- Kill three guards while hanging from ledges.
- Sabotage the alarm bell.

Notes & Further Reading

- From this Memory onwards, Nassau is policed by British soldiers. That said, you can make extremely profitable sweeps of the town and its surroundings to rescue pirates from Redcoats whenever your crew levels are low. For the rest of the story, this will be the most efficient place to embark on recruitment drives.
- Acquiring the Advanced Hull upgrade for the Jackdaw in time for the final Memory of this Sequence will make it much less fraught. There are two major naval battles in succession that will severely test any players who have yet to improve the Jackdaw's capabilities.
- If you have neglected it so far, a prompt: Harpooning is a solid method of accumulating both reales and resources required for crafting key upgrades for Kenway. See page 248 for details.



This Memory takes place in Nassau, with a start point close to the beach. As soon as the opening cinematic ends, activate Eagle Vision to "tag" Woodes Rogers and his entourage on the beach. You should then climb the nearby ladder and quietly assassinate a Scout on the rooftop; be sure to release the High Profile Button to avoid kicking him to the street below. A single soldier will detach from the main party and enter the alleyway below your position. Wait until he is out of sight of his allies, then perform an air assassination. Take cover behind the tree and watch your targets until they move on.



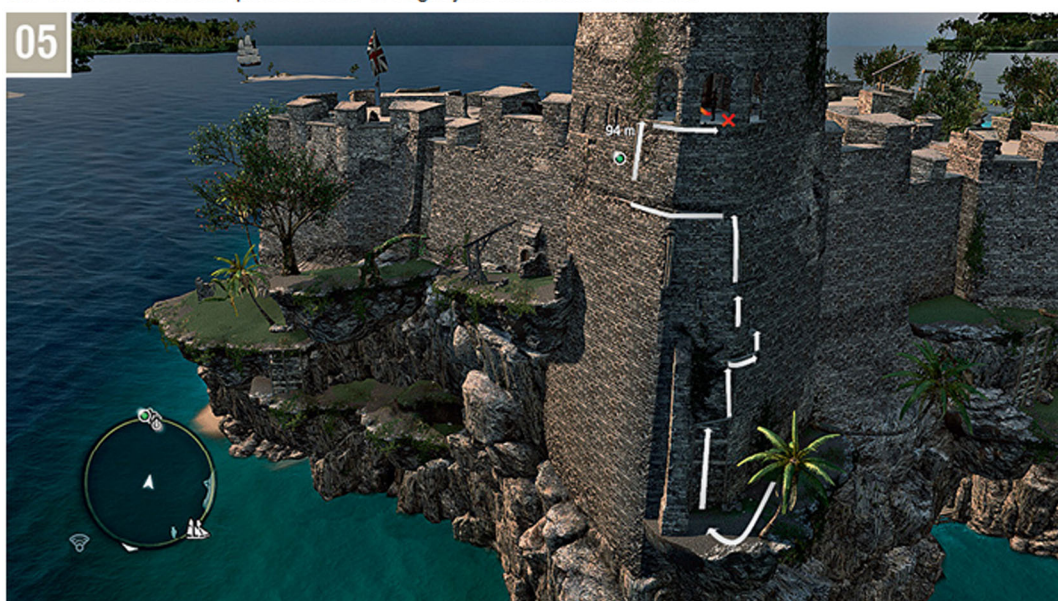
Rogers and his companions are positioned at the heart of a mobile Restricted Area, which means that you must stay at least 25m away. Tag all targets with Eagle Vision, even those that arrive from the tavern. When the group leaves, and the Restricted Area begins to pull away, carefully skirt the edges of it as you follow the route illustrated here. As the Eagle Vision "tag" effect drops after 35m, you may need to cast eyes on Rogers again to reset the timer as he approaches the path leading to the fort.



Approach the steep bank, out of sight of the fort entrance. You can actually satisfy the mission objectives by simply standing here, far from danger. If you would like to listen to the conversation clearly, however, you can optionally scramble up the slope and hide in the Stalking Zone. When your next objective is given, head to the north.



Use the free run course pictured here to begin your infiltration of the fort.



Follow the climbing route shown here, then carefully traverse to the right to hang beneath the middle window. When the Gunner approaches, perform a ledge assassination to complete the first of three required for the first Optional Objective.

06



Traverse to the wooden beam, then climb to the top of the wall above. There are two Gunners here who walk on short regimented patrol routes. Eliminate them both with ledge assassinations to complete the related Optional Objective, then climb up. If you have yet to do so, you may wish to Synchronize with the nearby Viewpoint before you continue.

07



Watch the wall to the southeast. When the soldier in the distance walks away, perform a double air assassination on the two guards below. You can then sprint to the position marked on the screenshot and press against the corner of the wall; whistle the approaching guard, then assassinate him when he moves within range.

08



Watch the Scout on the wooden scaffold. When he moves to the left-hand position on his patrol, sprint over and press Kenway against the left side of the broken wall. Whistle, and the sentry will (rather curiously) jump to the steps; be ready to press  just after he lands for a silent assassination. A Captain and a Scout walk a long patrol around the outer edge of the fort interior, checking hiding places. If they are not approaching the hiding spot below (check the screenshot for entry 09 to see their route), you can quickly run onto the scaffold and perform a Leap of Faith into the hiding place.



While it is possible to eliminate the patrolling Captain, there's actually no need to do so. When the nearby Brute moves to the left-hand position on his short patrol, make a quick dash for the Stalking Zone. If the coast is clear when he returns, whistle and eliminate him; if not, wait for the next opportunity. You should then be clear to step out of the Stalking Zone to quickly disable the alarm, completing the second Optional Objective – and, incidentally, removing the threat of Desynchronization if Kenway is detected.



You can incapacitate the Gunner on the rooftop to the west with a Sleep Dart if you wish, but it's just as easy to sprint into the next Stalking Zone when he turns away. From here, it's just a short run to the required documents. Press  when you move in range to collect them, and trigger the closing cinematic for this Memory.



Even though the mission has ended, Kenway still needs to extricate himself from the fort. Climb the scaffold to the east and run to the south, assassinating the Gunner when he faces away. The climb down is easy from here, and there's a Leap of Faith position a short walk to the south, behind the tent.

Memory 02 - "The Gunpowder Plot"

Mission Overview

Optional Objectives

- Kill four guards in one kill streak.
- Use 10 Blowpipe darts on guards.

Notes & Further Reading

- You will need a full inventory of Blowpipe darts for this Memory's Optional Objectives. At this stage in the story, you really need at least one Dart Pouch upgrade. If you overlooked our earlier advice, you can obtain this first ammo capacity enhancement by hunting howler monkeys on the east side of Kingston (see page 178). It's always wise to have a stock of bones with which to craft new darts in emergencies. If your totals are low, there are wild pigs, rabbits and crocodiles to skin on the west side of Nassau.



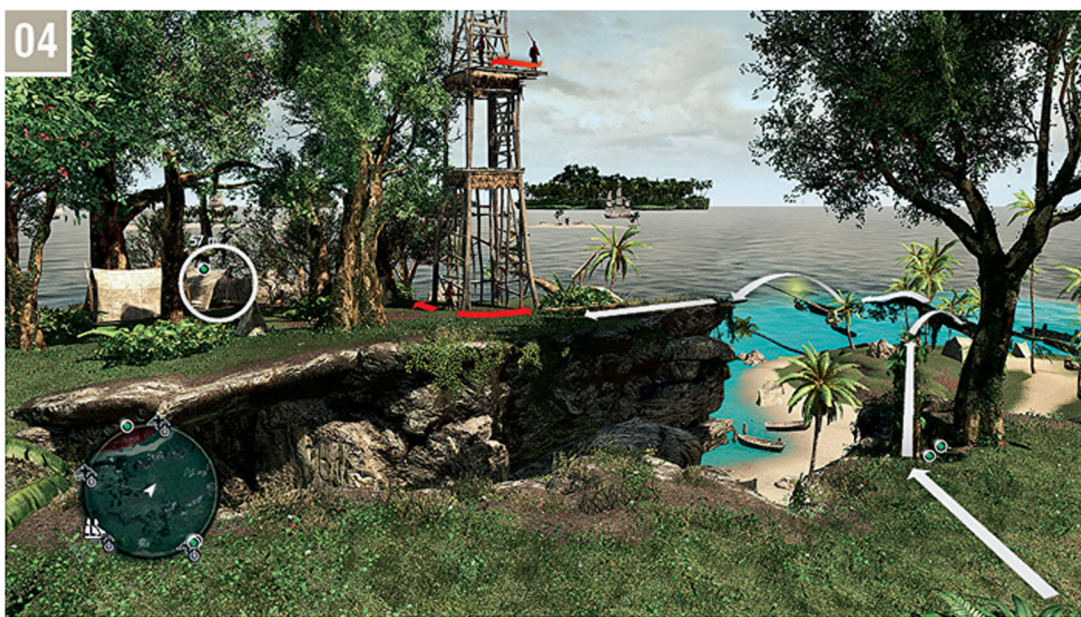
Speak with Charles Vane at the tavern to begin this Memory. You must collect four gunpowder kegs from the locations marked on the map. As the two Optional Objectives suggest, there's no penalty for a more boisterous approach in this mission; indeed, it's a great opportunity to cut loose and cause chaos. We'll cover each of the four locations in the order shown on the above map. The arrows show the optimal direction of approach to each Restricted Area.



The two marked locations closest to the tavern may cause a little consternation until you realize that these are used to indicate the entrances to an underground storage room, where a single keg can be found. Rather than fight your way in through the circular Restricted Area that surrounds the west entrance, head for the entrance to the east. There are five regular soldiers here, plus others that may join from a nearby patrol, which makes it the perfect opportunity to complete the kill streak Optional Objective. Antagonize one guard, and they will all move to attack; lead them into the street, and you can complete the required kill streak with relative ease.



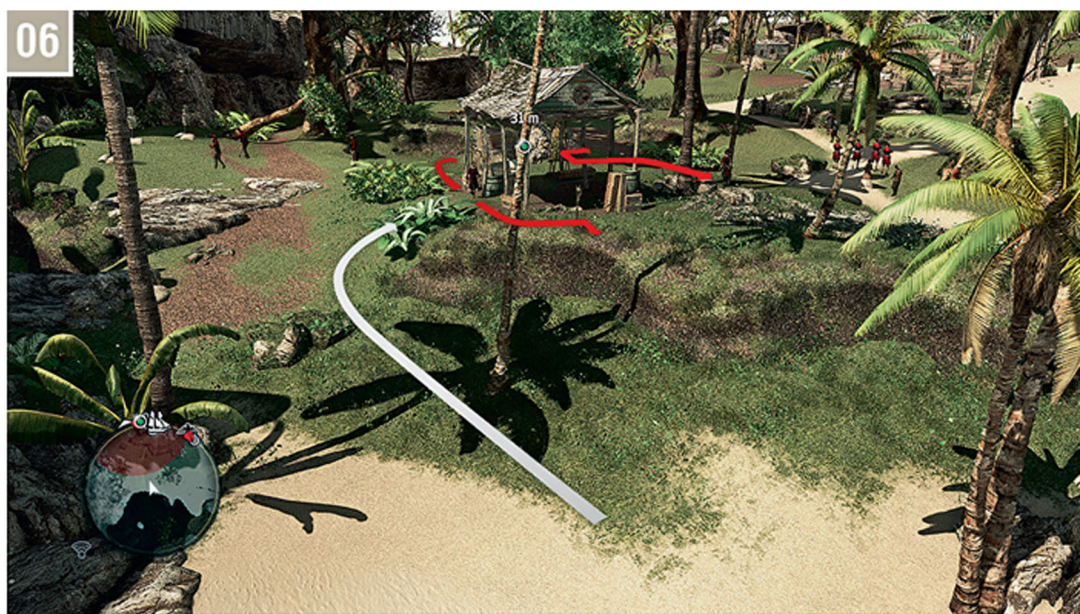
You will encounter a Scout as you make your way down into the storage room, with a Brute and another Scout guarding the key. This is a great time to start racking up Blowpipe hits for the second Optional Objective. When the guards have been incapacitated, approach the key and hold  to loot it. If you wish, you can then run to the west exit (note the Treasure Chest here) to gain two further Blowpipe hits for the Optional Objective. Hit the Brutes with Berserk Darts from a safe distance, then retrace your steps to return to the streets.



This location is a huge circular Restricted Area. While you can simply fight your way to the key, the presence of two Gunners on the Viewpoint tower makes this a little dangerous. Instead, approach from the west and hit both Gunners with Berserk Darts, then dash into a Stalking Zone. From here, you can pepper other troops in the vicinity with additional darts. When the effect of the Berserk Darts wears off, you can stroll to the waypoint and collect the key from inside the tent.



This spot is traditionally the location of Nassau's oft-raided warehouse, with the large Restricted Area now occupied by well over a dozen soldiers. Approach from the north, and enter the Stalking Zone. There is a Gunner in the watchtower to the east, with a Captain patrolling the central area, regularly passing the gunpowder keg that you require. When he reaches the location marked on the accompanying screenshot, hit him and his companion with a Berserk Dart apiece. To add to the chaos, do the same with the Gunner. Check the right-hand side of the shed where the keg is stored for any hostiles who have not been drawn into the unfolding melee, and quickly becalm them with Sleep Darts. You can then casually hop over the wall and appropriate the keg.



The final area is much easier to infiltrate. Approach from the beach to the south and sneak into the Stalking Zone when the patrolling Scout looks away. Lure and assassinate him on his return, then hit the Captain on the far side of the tent with a Sleep Dart. Stealing the keg ends the Memory immediately, so if you have yet to complete the Optional Objectives, you should do so beforehand.

Memory 03 - "Commodore Eighty-Sixed"

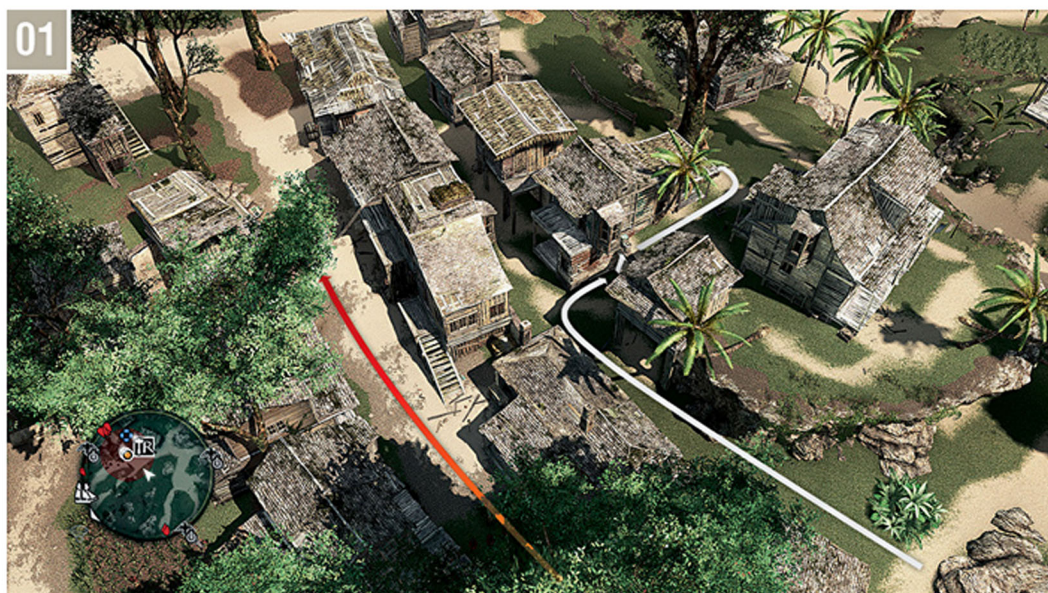
Mission Overview

Optional Objectives

- Kill three guards from Stalking Zones.
- Air assassinate Chamberlaine.

Notes & Further Reading

- As you may have exhausted your stocks in the previous Memory, replenish your supply of Sleep Darts before you begin. These aren't essential, but they may help to avert potential disasters.



Reconvene with Charles Vane close to the house surrounded by a Restricted Area to begin the Memory. After the introduction, you must tail two guards through the town. Tag them with Eagle Vision, then immediately assassinate the guard standing by the nearby Stalking Zone to begin work on the Optional Objective. When the pair walk along the main path, follow along the alley to the right, then climb the wall.



Staying behind the second row of houses moves you out of the Restricted Area, and enables you to avoid two pairs of guards in the alleyway (not to mention sentries on rooftops). As long as you approximately match stride with your targets and look in their direction at regular intervals, it's literally no more than a leisurely walk at this stage.



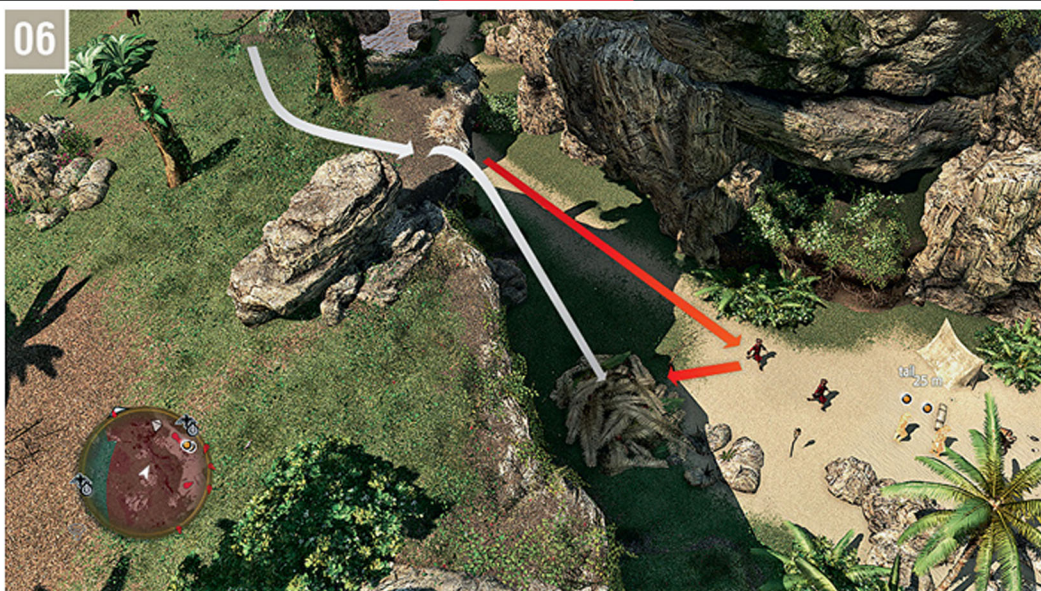
As the two targets reach the end of the street, they will briefly separate. Move to the position shown here to stay just out of range of the soldier approaching you. If you have a Desynchronization warning, move a little closer, but try to ensure that the closest target does not move within any less than 25-20 meters of Kenway.



When your targets draw near, move into the Stalking Zone and reacquire the Eagle Vision "tag" on both as they pass. Wait behind the house until they turn and walk to the south, then scramble up the bank and hit both Scouts with Sleep Darts.



Match stride with the two soldiers as they walk along the path. Don't forget to align your camera to view their outlines whenever the timer falls below 10 seconds.



Wait until the group passes below, then make a Leap of Faith into the hiding spot. When your two main targets press forward, one of the soldiers that accompanied them on the later portion of the trail will move to stand in an altogether deadly position. Assassinate him as soon as he presents his back.



You can then easily move through a sequence of four Stalking Zones to avoid the soldiers in the camp. When you reach the second of these, there is a Scout to your left that you can entice quickly with a whistle; kill him to keep working towards the Optional Objective, then move to the fourth Stalking Zone while the Brute is facing away.



Perform the final kill for the Optional Objective, then tail your targets from a safe distance until they eventually reach their destination.



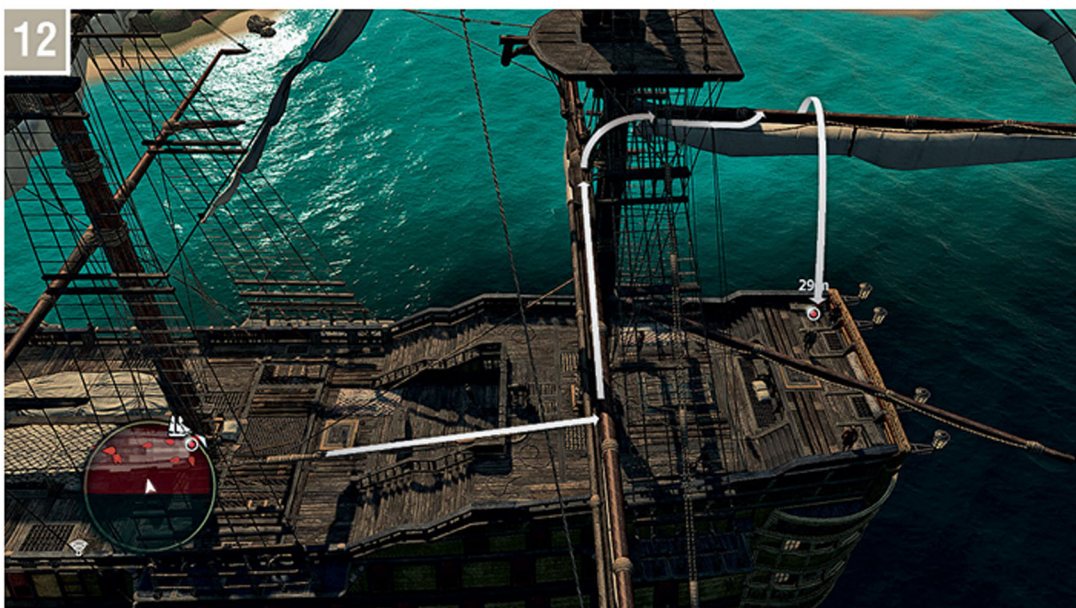
From the Stalking Zone, and being careful not to alert the guards in the camp area directly ahead, follow this route to reach a wooden beam that extends from the Commodore's mighty "ship of the line".



From the beam, traverse to the ledge beneath the cordage to avoid detection. Watch the two patrolling soldiers on the deck. When they both face away, climb to the ropes to move out of sight.



To satisfy the second Optional Objective, you must kill Chamberlaine with an air assassination. This can be achieved from the mizzenmast at the rear of the ship.



When you reach a position above Chamberlaine that is within air assassination distance, double-check that he is highlighted (and the assassinate prompt visible in the top right-hand corner) before you strike. When play resumes, the soldiers on board the vessel will quickly move to attack. Dive overboard and swim for the shore to avoid unnecessary combat.

Memory 04 - "The Fireship"

Mission Overview

Optional Objectives

- Use the mortar to sink three ships.
- Use a fire barrel to sink a ship.

Notes & Further Reading

- As we mentioned earlier in the walkthrough for this Sequence, the Advanced Hull upgrade will make this Memory much easier to complete. If you intend to complete the Optional Objectives, you should also have Reinforced Mortars and Advanced Fire Barrel Strength upgrades as a bare minimum – and ideally better. Enhanced fire barrel and mortar storage are also practical (and eminently affordable) improvements. See page 236 for an overview of optimal Jackdaw upgrades for this stage in the story.
- Naturally, it also makes sense to ensure that the Jackdaw's stock of mortar and fire barrel ammunition is full before you begin. It's an easy mistake to make...



Meet up with Charles Vane and Calico Jack on the beach, and interact to begin this short but intense naval-oriented Memory. In the first (and major) section of this mission, you must follow the Royal Phoenix as waves of gunboats move in to attack. The moment when gunboats first appear is the perfect time to work on the Optional Objective to sink three vessels with mortar fire.

02



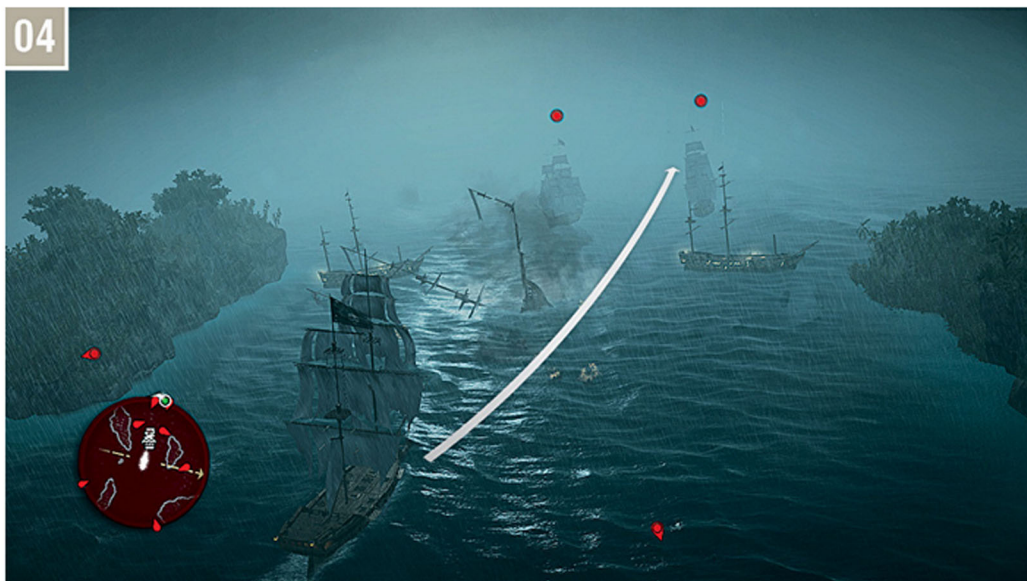
As the battle becomes more chaotic, you will find that you have gunboats on all sides. Watch the mini-map carefully; when one sails behind the Jackdaw, rotate the camera and drop fire barrels to sink it, completing the second Optional Objective.

03



After the fireship finishes its circuitous journey, it will sail towards the blockade. When the notification of this event appears, you have a little time to complete any remaining Optional Objective requirements. Be sure to stay well clear of the explosion area.

04



After the Royal Phoenix explodes (and entirely fails to live up to its nominative billing), go to full sail and steer the Jackdaw through the gap in the blockade. There's no profit in attempting to engage the other ships here, so – while making sensible evasive maneuvers to avoid incoming fire – set a direct course for the waypoint marker in the distance. Enter the highlighted area to end both the Memory and Sequence 07.



PREVIOUSLY...

With the notoriety of the “pirate democracy” firmly established, and perhaps augmented by the recent actions of Kenway and Blackbeard, Woodes Rogers arrives in Nassau with Commodore Peter Chamberlaine and a sizable detachment of British soldiers. After calling known pirates to a parlay, he offers an ultimatum: either agree to an immediate cessation of piratical activities, and accept the King's Pardon, or face execution without trial. While some (particularly Benjamin Hornigold) favor surrender, believing Nassau to be a lost cause, others – including Kenway, Charles Vane and Calico Jack – are less than enamored with the prospect.

When Vane and Kenway discover that the uncompromising Chamberlaine intends to willfully disregard the orders of Rogers and scuttle all ships within the surrounding naval blockade, they resolve to escape. After assassinating the Commodore, they load a vessel – a “fireship” – with stolen gunpowder, set it alight, and steer it at the British vessels to punch a hole in the blockade. Following the successful escape from Nassau, Kenway returns to his secret cove to consider his next move...

Memory 01 - “Do Not Go Gently”

Mission Overview

Optional Objectives

- Kill four guards.
- Use heavy shot to incapacitate the man o' war.

Notes & Further Reading

- Sequence 08 begins at Kenway's Great Inagua hideout. Though you might look wistfully at the cove upgrade locations (see page 254), these are still best left until you have the Jackdaw and Kenway himself outfitted with the best possible upgrades. Until then, hideout improvements are naught but expensive luxuries that confer precious little in the way of practical benefits.
- Stock up on naval ammunition (particularly heavy shot for the Optional Objective) and ensure that the Jackdaw is in a perfect state of repair before you begin. Smoke Bombs are also useful, but not strictly essential.
- The location where this Memory takes place is exclusive to this part of the story, and does not feature any collectibles.



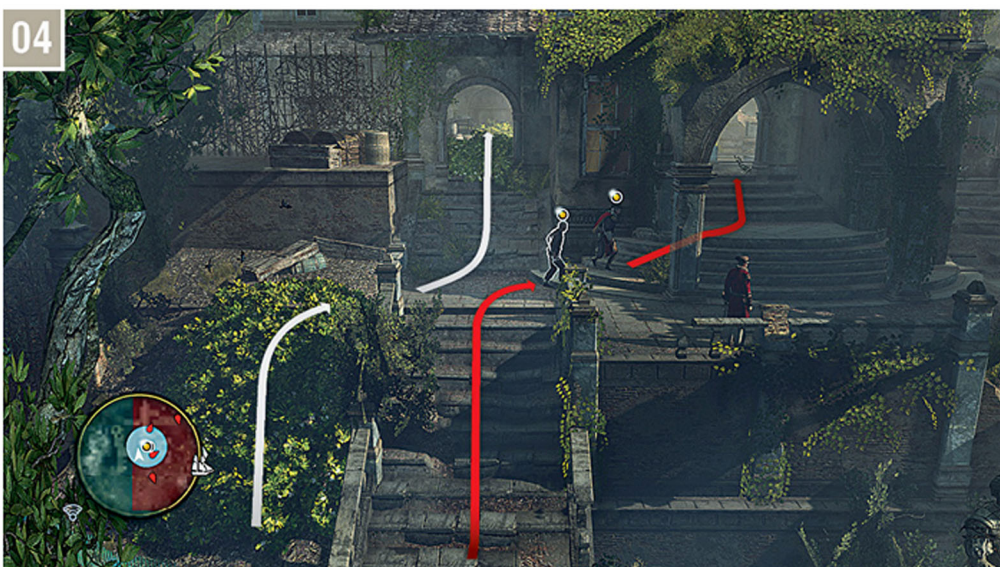
The  marker for this mission can be found at the very north of the Caribbean map; Fast Travel to Abaco Island to reduce the journey to a few minutes. After Kenway notices the suspicious man at the close of the opening cinematic, begin the trail by sitting on the bench to your right, then approaching the campfire to blend with the revelers. This will enable you to avoid detection when your target turns to observe the path behind him.



Once safely away from the party, the stranger will break into a run. Sprint after him until you reach the gate shown here, and wait in the Stalking Zone. After a brief conversation, a guard will approach your position, and an eavesdrop will begin. Assassinate the unfortunate and decidedly incautious Stephens (he's named by his commander just before he presents his back to Kenway, but don't let that personal detail stay your blade) to begin working towards the Optional Objective quota. You can then run into the Stalking Zone to the left.



Once the two targets begin moving, make a swift dash from the Stalking Zone to a position behind the crates. Wait until your two targets resume their stroll and then climb on top of the crates to perform an immediate air assassination on the guard on the other side. It's unorthodox, under the circumstances, but it's the quickest and cleanest solution. You can then run over to the slope, to the left of the steps, to reach another Stalking Zone.



Your targets will head to the right; take the left-hand opening into the next Stalking Zone. There is another opportunity to assassinate a guard to your right for the Optional Objective here, but we advise that you pass this chance up – it's an awkward kill to perform while remaining in the eavesdrop circle.



Wait while the two targets pause to converse, then quickly assassinate the soldier directly ahead. You can then sprint to the Stalking Zone on the opposite side of the room. Turn right and follow the secluded "corridor" until you reach another Stalking Zone.

06



When the targets continue their journey, assassinate the guard – completing the first Optional Objective of this Memory – then take the left-hand opening to climb to a balcony.

07



To end the eavesdrop, climb the slope to the left of the path and wait in the Stalking Zone to watch events unfold.

08



You must now reach the Jackdaw within the time limit. Jump through the gap in the balustrade to reach the lower level, then leap over to the winch to swing around to the left.

09



As Kenway lands, it's a near-direct free run straight to the deck of the Jackdaw. Grab the wheel and sail straight for the man o' war. In this short but intense battle, you must incapacitate the mighty vessel with heavy shot to complete the final Optional Objective. If you have yet to complete this task once the vessel's masts have been cracked, a glancing blow will suffice. Don't unleash a full broadside: this may sink the ship. Once you are ready, move in close and initiate boarding. If you would like to avoid any hint of a spoiler, we suggest that you attempt the fight on deck yourself, referring to entry 10 only if you encounter difficulties.

10



You are given three separate objectives here to complete once boarding begins – but the simple fact is, survival is your only goal. Be content with fighting enemy soldiers. If you lack confidence in your use of Counter Kills and Kill Streaks in pitched battles against multiple opponents, Smoke Bombs can be deployed to turn the odds heavily in Kenway's favor. After a period of time has elapsed, irrespective of your overall progress with the stated objectives, a cinematic will begin.

11



Swim directly to the Jackdaw, climb on board, then take up position behind the wheel before the timer expires. Your final task is to set sail to escape the battle.

Memory 02 - "Vainglorious Bastards"

Mission Overview

Optional Objectives

- Use the fort's defenses to sink a ship.
- Damage the Royal African Pearl with an upgraded ram.

Notes & Further Reading

- This Memory and the one that follows are played in succession – there is no opportunity to free roam between them.
- Completing the first Optional Objective broadly requires that you conquer the Naval Fort at Cabo de Cruz beforehand (see page 194). While it's possible to satisfy the requirements with a hostile fort, this complicates matters unnecessarily. As it stands, any player seeking to master Assassin's Creed IV should be conquering all Level 2 forts at this stage.
- The second Optional Objective in this Memory actively requires that you use the ram. Be sure to purchase at least the first available upgrade before you begin.
- Try to replenish all forms of ammunition for Kenway: there is a demanding boarding sequence where you may benefit from this advantage.



Sail to Charles Vane's ship to begin this Memory; if you are far afield, there are several potential Fast Travel positions in the vicinity. Once you are underway, sail behind Vane's ship, the *Ranger*, until you reach the green search zone. As long as you remain in the *Ranger*'s wake, you can avoid patrolling vessels. When the *Ranger* slows, turn to the right and use the spyglass to identify the Royal African Pearl.



When the Pearl sets off, you can sail to the left of its course to avoid the fire barrels that it drops to deter pursuit. Alternate between mortar fire and the chase cannons to damage the vessel, pausing your barrage to use the swivel guns to destroy fire barrels only when they pose a direct threat. You should actually find that mortar fire aimed for the center of the ship will have the side effect of destroying the barrels as they are deployed. When the Ranger is crippled, quickly sail in close before the timer elapses to rescue Vane.



After the brief cutscene, steer the Jackdaw towards the Pearl and ram it, satisfying the first Optional Objective; don't forget to brace during the charge. Ignoring the other vessels for now, concentrate your fire on the slave ship. If you are feeling bold, and have the upgrades to justify such ambition, circling at close range to deliver broadsides with heavy shot will enable you to strip the vessel's structural integrity down to the final red slivers of its health bar. Be very careful to avoid inflicting further damage once it has been incapacitated.



Optional Objective: Feel free to skip this step if you wish. With the Pearl dead in the water, engage the Spanish ships. Sink all but one, then weaken that final vessel and lead it towards the Cabo de Cruz fort. When the stronghold brings its weapons to bear (particularly its mortars), it should take no more than a single barrage to sink the enemy ship if it is following the Jackdaw closely.



You will find a Captain and a handful of Brutes on board the Pearl, so use Smoke Bombs to incapacitate groups for quick kills. Once you have slain the specified number of enemy seamen, ride the lift on the mainmast to rapidly ascend to the platform above. Kill the Gunner here without fuss or fanfare (sprint into him and tap  to knock him to the deck below), then climb to the very top of the mainmast and press  to cut down the sail.

Memory 03 - "Marooned"

Mission Overview

Optional Objectives

- Skin three animals.
- Air assassinate Vane.

Notes & Further Reading

- Kenway is equipped with his hidden blades alone for the entirety of this Memory.
- This is your first visit to Isla Providencia: see page 172 for more information. You may return here at any point after the Memory is complete.
- You can find the rare red howler monkey and black jaguar on this island. Black jaguar pelts are used to



Head to the Viewpoint at the north end of the beach and Synchronize before you enter the jungle via the path shown here.



When you arrive at this position, follow the path underneath the fallen tree and run up the ancient stone steps.



You can find the first of three black jaguars required for the initial Optional Objective in this area. Move into the first Stalking Zone at the top of the steps and use Eagle Vision to identify the creature on the path ahead. As a predator, it will attack Kenway if it sees him, which triggers a button press challenge. Win this, and Kenway kills the creature; fail, and the jaguar will flee. For an easy kill, move through the Stalking Zones on the left-hand side of the path and strike with an assassination when the creature is within range.



After skinning the jaguar, follow the path to the west to reach the next waypoint. In the center of the ruins, follow the easy climbing route shown here to reach the upper area and a Viewpoint.

05



Synchronize at the Viewpoint before you perform a Leap of Faith and continue your pursuit on the path shown here.

06



There is a crocodile in the pool, so be cautious. Free run via the branches and two dead trees to reach solid ground to the north. The next waypoint is a short jog away.

07



After the cinematic, Vane will assail Kenway with an unrelenting fury until you can bypass him. Watch carefully the icons that appear above his head: these mirror those that appear above familiar enemy archetypes. Try to hide when he is poised to shoot the pistol, and run when he favors a grenade. Sprint between the cover elements shown here during breaks in fire. When you flank Vane to the left and reach the log, an explosive device left by him will break it in two. Climb the far half to resume the chase.

08



Follow the path until you reach the distinctive palm tree shown here. Free run to the tree at the end of it, and activate Eagle Vision: there is a black jaguar in the area below. Wait until it moves within range, then air assassinate and skin it.

09



Continue until you reach a crude log bridge. On the opposite side, quickly move into the Stalking Zone: the third and final black jaguar is found here. Kill and skin it, then head towards the waterfall. When you near it, cross the water and follow the path that begins to the east.



After the cutscene, Vane will attack Kenway in the same manner as before. From your starting position, use the walls to avoid his assault until you can make a spirited sprint for safety on the right-hand side of the ruins.



To complete the second Optional Objective – and avoid a needlessly perilous approach to the insanely furious Vane – follow the very specific climbing route shown here to reach the Viewpoint above his position. As soon as you move onto the wooden perch, press  to Synchronize, then immediately look down and press  to air assassinate Vane – and bring the Memory to a close.



PREVIOUSLY...

Kenway and Charles Vane sail to North Carolina, where Blackbeard is toasting his imminent retirement. He informs Kenway that the Sage, real name Bartholomew Roberts, can be found among the crew of a slave ship known as the Princess. Noting a suspicious figure among the revelers, Kenway follows him to a meeting with British soldiers. Curious to learn of their intentions, he tails them to an elevated position overlooking the sea... only to watch helplessly as they signal an attack from a vessel concealed offshore in the early morning gloom. As barrage after barrage lays waste to his surroundings, Kenway races to the deck of the Jackdaw, where Blackbeard awaits. They set sail for the man o' war that initiated the attack, and succeed in boarding it, but Blackbeard is cut down in the fierce melee that ensues, with Kenway bowled overboard and forced to flee.

Disheartened by his loss, but with a new lead on the Sage, Kenway (with the assistance of Charles Vane) attacks a ship from the Royal African Company to learn the location of the Princess. The boarding is an unqualified success... but their return to the Jackdaw less so, as they find Calico Jack at the head of a mutinous crew, with Adewalé powerless to intervene. The story resumes with Kenway and Vane marooned on the uninhabited Isla Providencia. The pair clash as Vane grows ever more furiously delusional, blaming Kenway for their predicament. An altercation over food leads to an extended confrontation where Vane attempts to kill Kenway. Though Kenway beats the crazed pirate savagely, he cannot bring himself to kill him – but this is the final kindness he extends to his former friend. When a ship later sails to the shores of the island, Kenway escapes alone...

Memory 01 - “Imagine My Surprise”

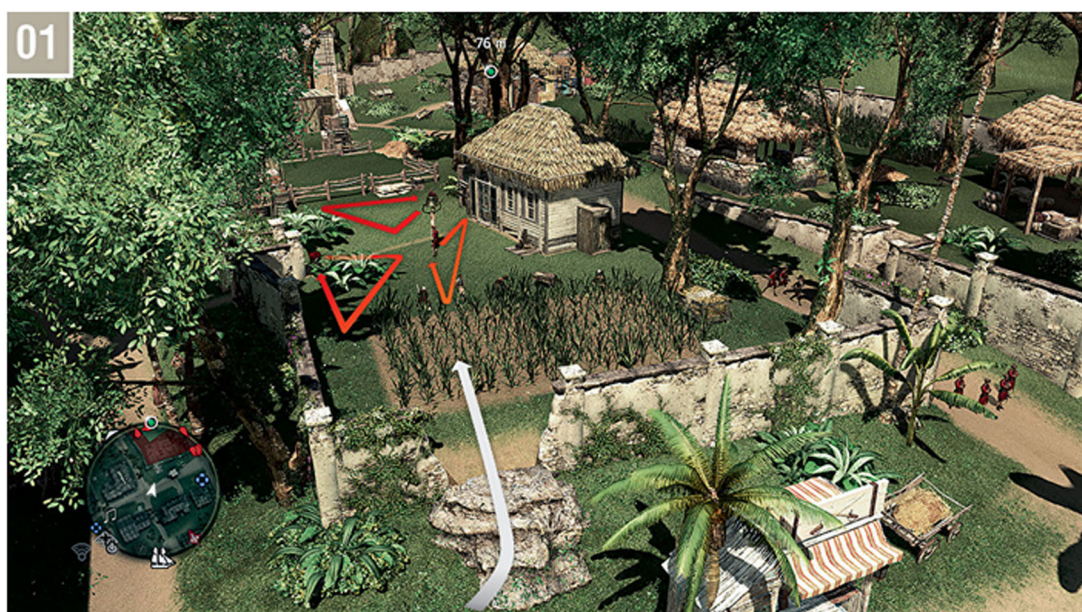
Mission Overview

Optional Objectives

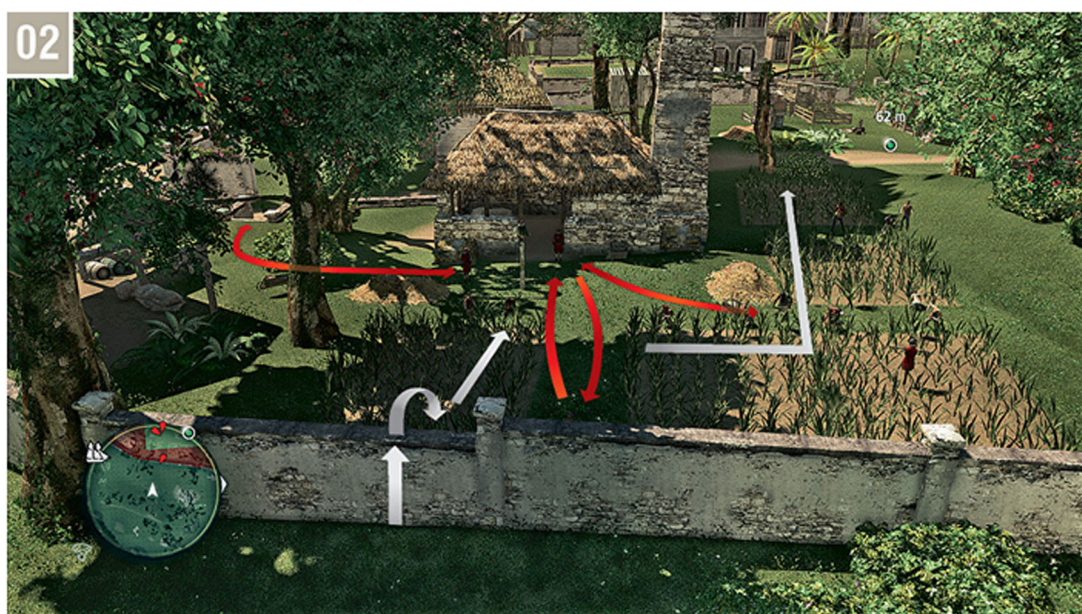
- Sabotage two alarm bells.
- Kill four Brutes.

Notes & Further Reading

- Sleep Darts and Smoke Bombs are useful resources for this mission.
- If you have been following our recommended Jackdaw upgrade plans, you should now be ready to begin conquering the most difficult Naval Forts.



Fast Travel to Kingston and head for the  marker, where Adewalé awaits with a new source of information. After the introduction, you must infiltrate a Restricted Area to locate Hornigold and Rogers. Start by entering the Stalking Zone just inside the southwest corner of the Restricted Area. Quietly eliminate the three patrolling guards (including a Brute required for the Optional Objective), and you can easily sabotage a first alarm bell – and, as secondary perk, remove a potential complication when you return to this area a little later.



Leave the Restricted Area and make your way to the southeast side of the zone. Once again, the vicinity of the alarm bell is covered by light patrols. Eliminate the three soldiers, then sabotage the alarm. You can then head west via the run of Stalking Zones. Be careful not to activate Eagle Vision or move too far to the north at this point – your two primary targets are a short distance away to the north, and it's better not to disturb them just yet.

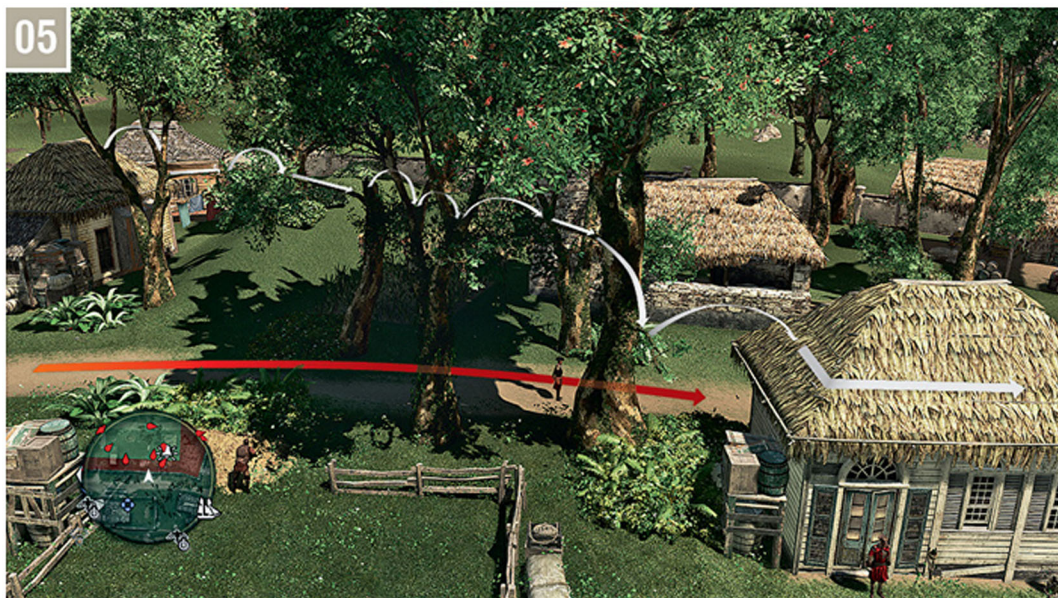


From the Stalking Zone shown here, watch the surrounding patrols carefully. As soon as everyone else is facing elsewhere, emerge from cover and stand still until the Brute's detection meter is half full, then immediately move back into the Stalking Zone. This will cause him to approach your position for an easy kill. When the coast is clear, move to the Stalking Zone close to the house and kill the next Brute. You can now incapacitate the troublesome Gunner on the rooftop with a Sleep Dart before you climb up to knock him out.



Return to the ground on the east side of the house. Watch the two-man patrol to the southwest; when they turn away, climb onto the thatched roof and carefully move to the east side until you see a man below; activate Eagle Vision to identify Hornigold and Rogers. Immediately jump and climb into the nearby tree as the pair walk around the building.

05



Free run through the trees as your targets walk the path below, taking care to not move ahead of them. When you reach the thatched roof, hide on one side to avoid detection when they pause to converse.

06



Wait until the targets leave the Restricted Area and walk by to the right, then free run through the trees and perform a Leap of Faith into the pile of hay outside.

07



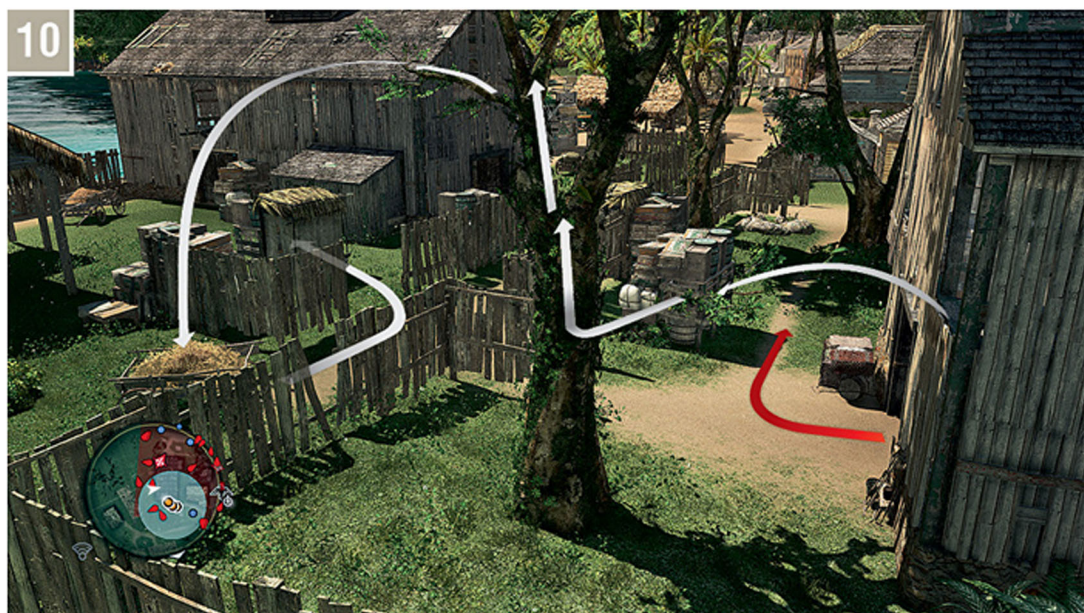
There is no need to tail Hornigold and Rogers directly. Watch them until they round the corner, then follow this route, being careful to move no further than 40 meters away; you should also keep the [camera](#) trained in their direction to catch glimpses as they move between buildings to reset the countdown. Ensure that Kenway is safely concealed in a Stalking Zone when they approach.



Continue south, using Stalking Zones to avoid detection, until you reach a large Restricted Area. Wait in the final row of crops, just outside the fence, until an eavesdrop circle appears; enter the Stalking Zone to your right to begin.



When the eavesdrop begins, quickly jump through the gap in the fence and kill the nearby guard from the Stalking Zone. Wait until the Templars enter the warehouse, then move to the next Stalking Zone to eliminate a second soldier. You can then climb to the opening to the left of the warehouse entrance. Follow the party via the upper walkway, being careful to not walk too far ahead and attract attention. Assassinate the sentry on the far side.



From the upper walkway, jump to the branch, ascend to the V-shaped section at the center of the tree and tap  to ascend to the upper branches. Perform a Leap of Faith into the hay cart, then – and this is the tricky bit – move into the cloth-covered hiding spot a short walk away. If you can do this without attracting attention, you can wait in safety for several seconds until the circular border of the eavesdrop zone forces you to jump out. At this point, simply walk to the outer wall of the warehouse: a cinematic sequence will begin before Kenway can be detected by guards.



After the cinematic, Kenway must escape the area. If you would like to complete the second Optional Objective, you must make a quick detour before you flee. Drop a Smoke Bomb to incapacitate the hostiles in the warehouse, then sprint out of the south exit and turn left. There are two Brutes outside. Drop another Smoke Bomb to disable them, then make a quick kill to complete the quota; if these are missing, you can find a Brute on the west side of the first warehouse that you passed through during the eavesdrop. You can now simply jump into the sea and swim to the Jackdaw to the west, using stealth swim to avoid gunfire if required.

Memory 02 - "Trust Is Earned"

Mission Overview

Optional Objectives

- Free two groups of pirates.
- Double assassinate Cockram and Burgess.

Notes & Further Reading

- Principe is unlocked as a destination after this Memory ends, with a Fast Travel position located east of Great Inagua. There are numerous collectibles here, but your first visit is not the ideal time for exploration and acquisition. If you return here after completing the Sequence, you can hunt jaguars on the west side of the map to obtain pelts for Health Upgrade III and the Feline Pelt outfit. See page 166 for more information on this area.
- You may benefit from a full supply of Sleep Darts and ideally at least one capacity upgrade (or a supply of bones to craft further stocks) if you plan to complete the Optional Objectives.
- Players who are diligently picking up all collectible items en route to 100% Synchronization should note that Principe is the penultimate "locked" location. Though there is certainly no hurry to pick up most items, power gamers should be aware that you can potentially obtain all Mayan Stones (and claim the final reward from Tulum) when you arrive at a new destination during Sequence 10.



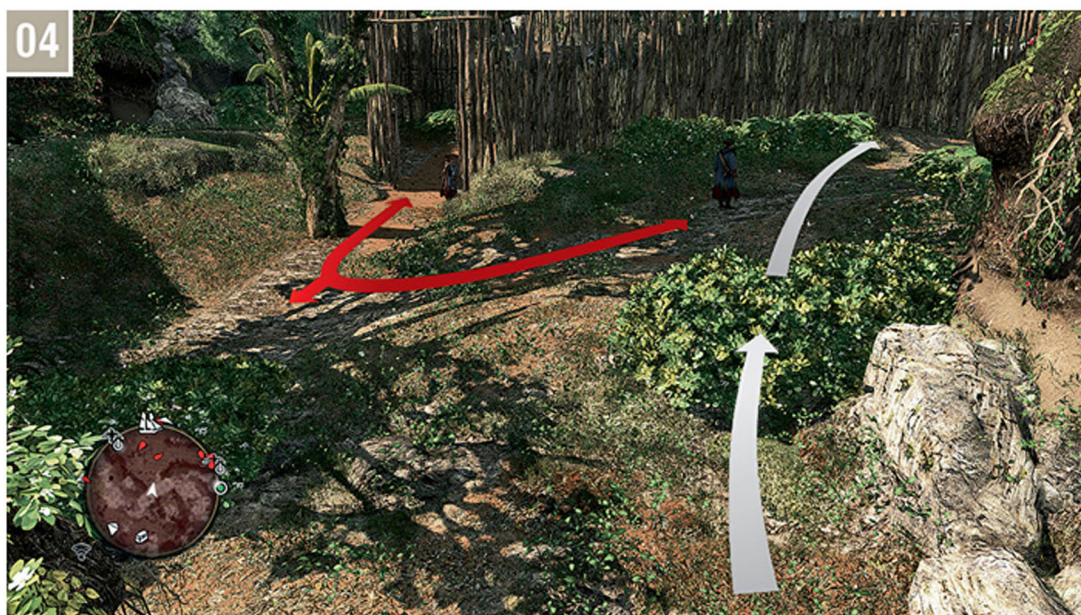
Return to the Jackdaw and sail to sea. The next Memory waypoint is in the southeast of the map. After the opening cinematic, you must sink five ships: four gunboats and a fairly substantial frigate. Note that you cannot send the frigate to Kenway's fleet from Principe, so unless you particularly need or want its cargo, or repairs for the Jackdaw, it's more efficient to just sink it. Sail to the west beach, as shown here, then Synchronize with the Viewpoint before you head to dry land.



Follow the path to the southeast, through a natural stone archway. There are two pairs of guards here: two stationary Brutes, and a couple of soldiers who walk a long patrol. You can either bypass them entirely as you continue to the south, or eliminate them with well-timed double assassinations.



As you approach the search zone, a fence and closed gate block your path. Use the nearby tree to bypass this obstacle. Shortly after Kenway lands, a cutscene will begin.



At this point, if you have no desire or need to complete the Optional Objectives, you can sneak or fight your way to the east beach to reach the search zone – or even swim there, bypassing combat entirely. Should you opt for this fast and furious conclusion, you can find your two targets in the north of the green area. If you wish to save the pirates and double assassinate Cockram and Burgess, your route will be rather more circuitous. Start by following the path that leads to the north from Roberts, then bypass the two Brutes guarding the entrance to the military encampment by heading east when you reach this location.



Eliminate the three guards in this area. A fight will not attract attention from elsewhere, though it's easy to stealthily dispatch the stationary guard to the left with a whistle, then brazenly run into the Stalking Zone beside the tree to cause the soldier on the platform to investigate. The final guard is then a mere formality.



Use the free run course in the trees to infiltrate the camp, landing in a Stalking Zone to the north.



Wait until the patrol moving from east to west return to the east, then make a decisive sprint along the path to the north shown here. Running down the wooden steps will interrupt the Scout's detection of Kenway.



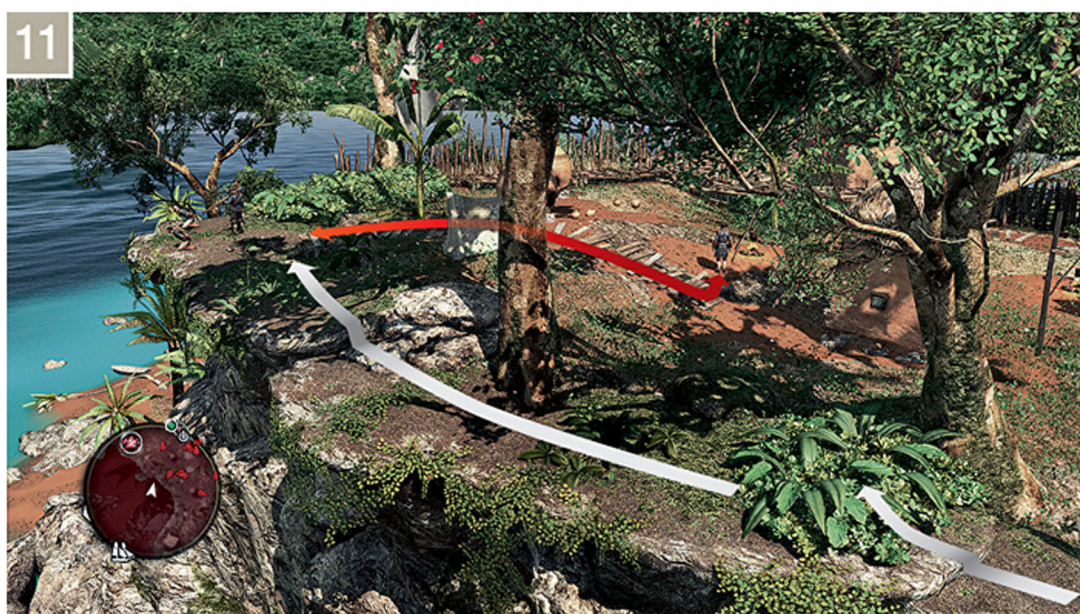
Climb the wall and assassinate the Gunner.



When the Captain approaches the leftmost part of his patrol, with his back to Kenway, perform an air assassination. Move behind the guards watching the Gunners and hit them both with Sleep Darts; with that accomplished, walk behind the marksmen and perform a double assassination. You can then knock out the two sleeping guards before you free the pirates.



Backtrack to the tower and drop to the other side, then move to the Stalking Zone via the route shown on the accompanying screenshot. There is no harm in entering combat at this stage: just be sure to conclude any fracas far away from the remaining prisoners to the east. That said, the three nearby soldiers can be easily dispatched from the Stalking Zone with judicious use of whistles.



Move to the next Stalking Zone to the east, and hit the two Gunners standing over the prisoners with Sleep Darts; you can then do the same to the patrolling soldier when he moves to investigate. Staying close to the cliff edge, walk over to the prisoners and free them, then knock out the slumbering guards.



If you move into the Stalking Zone just beyond the cliff edge where you freed the prisoners, you will find a concealed route to the nearby Viewpoint. Climb this – be careful to time your movement past the window to avoid alerting the Gunner – then Synchronize on the perch.



Before you perform a Leap of Faith into the hay cart, take a moment to study the area below you. If you plan to complete the Optional Objective to assassinate the two Templars, you need to be meticulous in the steps that follow. Cockram and Burgess begin east of your position, and then take a long walk that eventually leads to the ship at the dock. There are two plausible moments to perform a double assassination, with both occurring at the early stage of their journey. After that point, they walk separately – and the opportunity passes. We outline here the basic route that you will be taking to the best chance to simultaneously kill both Templars.



After landing in the hay cart, assassinate the Scout then climb the west face of the building. If you are restarting from the checkpoint, Kenway will begin on a nearby slope adjacent to the Viewpoint. The basic steps are broadly the same: slide to the Stalking Zone, sprint to the cart (the dotted line on the accompanying screenshot indicates your approach), kill the guard, then climb the building.



Sprint along the row of houses, free running over the ropes that span the wider gaps for maximum speed, but generally remaining close to the center of the rooftops where possible. You will hear sound effects and see indicators that show that soldiers are suspicious of Kenway, but don't delay: they will not initiate combat or formally identify him if you are fast enough. At the end, leap to the tree branch and quickly climb up.



Jump to the next tree in line, then watch below.



Cockram and Burgess will be approaching, and in perfect alignment for a double assassination.

Walkthrough
Sequence 10

PREVIOUSLY...

Kenway's pursuit of the Sage leads him to Kingston, where he finds former Nassau associate Ben Hornigold consorting with Woodes Rogers. Tailing them across the city to a meeting with Grandmaster Torres, he is exposed when Hornigold calls him out, having espied the Jackdaw anchored further along the coast.

After extracting himself from this situation, and now armed with the knowledge that his man can be found in Principe, Kenway sets a course to find the elusive Bartholomew Roberts. Their meeting, once again, is tense – but by extending the favor of assassinating Burgess and Cockram, two Templars assigned to retrieve the Sage, he gains the grudging respect of his fellow Welshman. After long years of pursuit, they agree to an informal alignment of interests. The Observatory – so long a dream for Kenway, and a source of ridicule for others – is apparently a reality that Roberts appears willing to share...

Memory 01 - "Black Bart's Gambit"

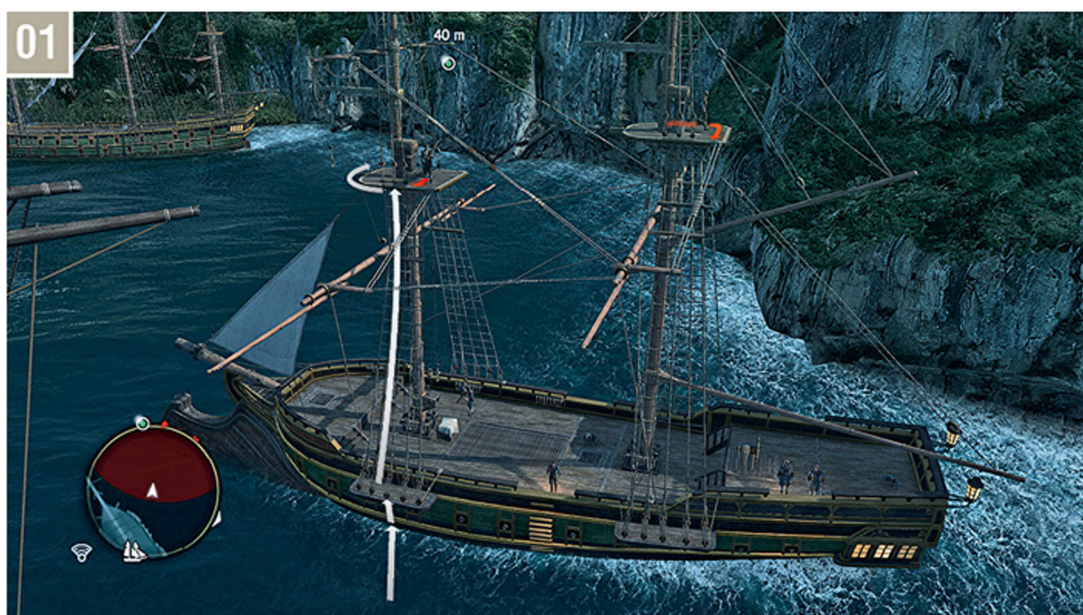
Mission Overview

Optional Objectives

- Stay out of combat.
- Use a rope swing to kill the captain.

Notes & Further Reading

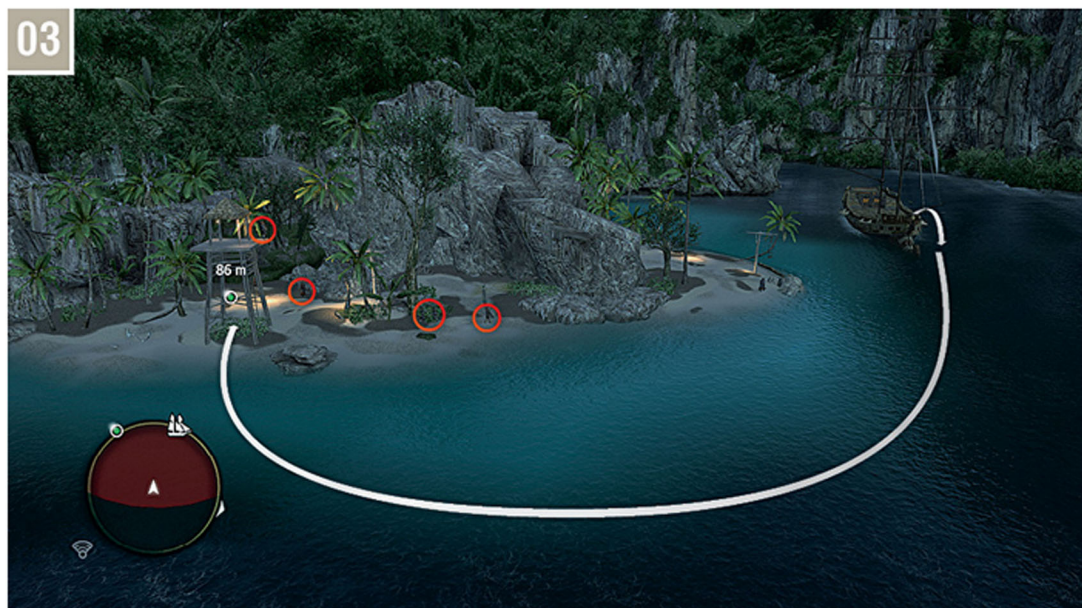
- As the Sequence starts, Kenway begins on a beach at Misteriosa: see page 174 to discover more about this location.
- You definitely need to stock up on Sleep Darts if you are aspiring to complete this Memory's core Optional Objective.
- Players who have acquired most Jackdaw upgrades can remove a potential nuisance during forthcoming Memories by liberating the trio of Level 3 Naval Forts before they continue. As enemy vessels are stronger in the south, and many of your activities may take you through the Restricted Areas that surround the forts, this is a practical (and profitable) act of preparation.



Kenway begins on *Misteriosa* after his sojourn in Principe, with the  position for this Memory located to the southwest. Once you begin, sail into the narrow channel shrouded in fog, then continue until you reach a Portuguese ship. The wind is strong, so only use bursts of full sail. When Kenway is charged to acquire the ship's flag, dive overboard and swim in the direction of the mainmast on the left-hand side of the vessel; use stealth swim (hold ) inside the Restricted Area to avoid detection. Immediately climb the cordage, ascending without pause: this will enable you to pass out of detection range of the soldiers on the deck before Kenway is identified. When you reach the platform, traverse to the left to move out of sight of the sentry stationed on the other mast.



Neutralizing the two sentries before you make the final ascent to the flag is a little technical, so warrants further scrutiny. Select Sleep Darts, traverse to the left-hand side of the platform, then climb up. Immediately hit the more distant lookout with a dart. You can then neutralize the closer guard. Ensure that you don't press the High Profile Button as you assassinate or knock him out: if his body is propelled to the deck below, this will cause problems. Quickly climb to the top of the mast, then press  close to the flag to trigger a cutscene. You can then perform a Leap of Faith into the sea, submerging to avoid detection where required, as you return to the Jackdaw's wheel.



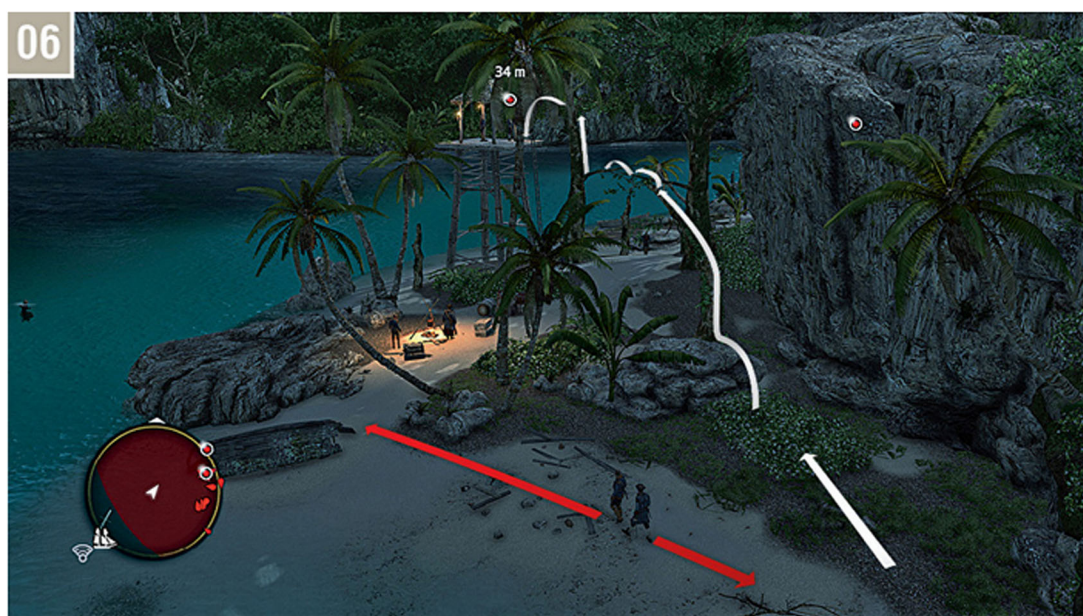
Continue sailing along the channel, remaining at half sail to avoid mishaps, until you reach the Nosso Senhor and another cutscene. To circumvent a fairly intricate infiltration via land, you can simply swim around to the far beach, where the chest awaits. When you approach the tower, ensure that the Gunner and nearby soldiers are facing away, then quickly move into the Stalking Zone beneath it.



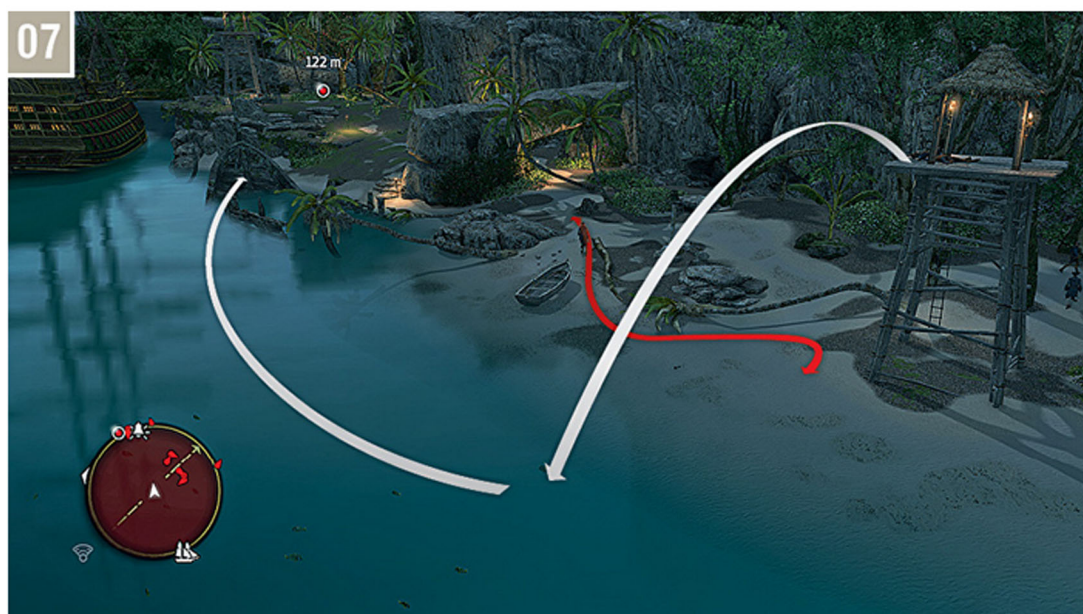
Wait until the two guards move to the most distant extents of their patrols, close to the rock wall, then hit them both with Sleep Darts. Emerge from hiding and press  to loot the chest, then move into the Stalking Zone at the far south of the beach. From here, you can hit the Gunner in the tower with another soporific dart before you swim back to the Jackdaw.



Continue the journey through the channel. There is one point, as you approach the rock shown here, where it seems logical to move to the right of it. Don't do this: sail to the left instead, which will enable you to avoid a Portuguese frigate moving at a fair clip. After this, navigate past the stationary vessels until you reach another brief cutscene.



Swim to the very south of the beach, keeping a watchful eye on the two-man patrol, then slip into the Stalking Zone. When the two guards move to the west, quickly follow the free run course shown here to reach a tree adjacent to the highlighted guard tower. Tap  to ascend to the upper branches, then hit the two sentries with Sleep Darts. You can then safely jump to the tower and knock both out.



Ensure that the two-man patrol shown on the accompanying screenshot is walking to the east, then make a running jump into the sea. Though it's not a textbook dive, Kenway will not sustain any degree of injury. You can now swim to the wreck to the east and climb its bowsprit.



Wait until the patrolling Scout reaches the left-hand limit of his patrol, then perform an air assassination; alternatively, hit him with a Sleep Dart. You can now approach the tower's ladder and climb to assassinate the Gunner. As soon as you kill him, look at the ship directly ahead.



To complete the second Optional Objective, you must kill the Captain by performing an air assassination via the nearby rope. Wait until he emerges onto the deck, then sprint towards the rope to begin your swing. Use **R** to keep the Captain in your field of vision; when he is highlighted, press **○** to make the required kill.



The Portuguese flagship that Kenway controls is incredibly well armed. Though you are advised to escape to the waypoint, you will need to destroy all enemy ships in the vicinity before the Memory will actually end. Start with mortar attacks, as a direct hit will destroy most vessels in a single barrage. Once you have sunk most of the ships directly ahead, use broadsides (and the incredibly fast and efficient swivel guns) to finish off the initial wave of vessels. For the ships that pursue from behind, it's worth experiencing the novelty of firing rear-facing cannons just once – but after that, resume your use of the flagship's mortar to exploit its unparalleled destructive potential. When all ships have been consigned to the ocean depths, sail to the waypoint.

Memory 02 - "Murder And Mayhem"

Mission Overview

Optional Objectives

- Stay out of combat while finding Hornigold.
- Air assassinate Hornigold.

Notes & Further Reading

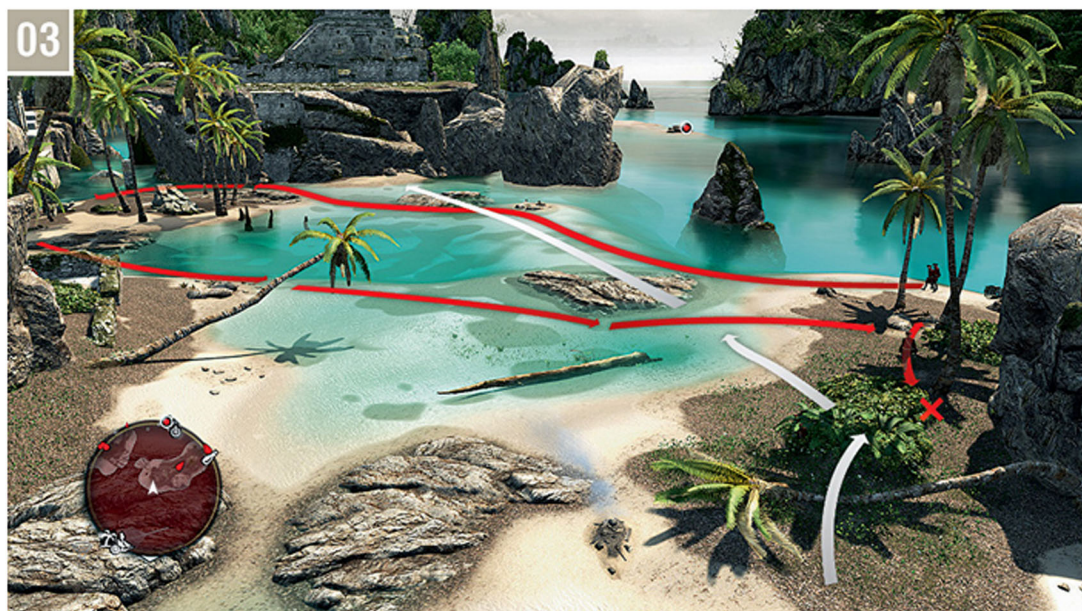
- Mortar and heavy shot ammunition are useful for a naval battle in this Memory, though not strictly essential.
- If you have yet to reach it while exploring, this is the first time that the story leads Kenway to the island of Santanillas. See page 170 for more information on this location.



Set sail for the marker, southwest of Santanillas, where Roberts awaits in the Royal Fortune. Once you begin, you must sail east, then swing to the north, to locate Hornigold's vessel; note that all other routes are blocked by Desynchronization boundaries. The first Optional Objective challenges you to reach the target ship without being detected by the patrols in the area. Move at full sail until you reach the coast of the west island, then stop briefly behind the "point" in the southwest (**A**) – no more than five seconds – to allow a patrolling vessel to the east to turn south. Go to full sail immediately and follow the outline of the coast. When you reach the southeast tip (**B**), sail over to the south island; if you are making good time, you will avoid both the ship behind the Jackdaw and another approaching from the north. Once you sail behind the small island (**C**), the danger is effectively over. Continue north, then use the Spyglass to identify the Benjamin in the position marked on the map above.



Once you espy the Benjamin, a short but intense naval battle begins. Ignore other ships: Hornigold's swift schooner should be your only target. Use mortar fire and chain shot as you move within range, then angle your approach to the far side of the Benjamin, and try to remain there; this takes the nearby frigate out of the equation. Heavy shot will make for a quick end to the battle. The schooner will attempt to steer in front of the Jackdaw and drop explosive barrels after a time, but these are easily avoided or destroyed. Once you inflict sufficient damage, a cutscene will begin.



There is no penalty for combat or detection as you make your way to Hornigold's position. As long as you don't start a fight in range of your target (which would effectively ruin your opportunity to complete the second Optional Objective), stealth is purely at your discretion. Disembark the Jackdaw and move onto the beach to the south. There is a solitary guard to your right, who you can kill easily from the nearby Stalking Zones, while two soldiers walk a long patrol through the shallow waters. You can either eliminate or avoid them as you make your way to the cliff south of your start position.



While being mindful of the nearby two-man patrol, run to the Stalking Zone shown here.



There is a concealed entrance leading to a cave just to the left of the Stalking Zone. Enter this and make your way to the south.



There are two Treasure Chests to loot before you climb the wall at the far south of the cave.



Climb up and eliminate the Gunner on the rooftop. The patrolling guard on the level below can then be silenced with an easy air assassination before you approach the free run course through the trees that leads to Hornigold's position.



When you reach the ruins, traverse along the ledge as illustrated here to avoid detection. Once at the end of the ledge, quickly climb up and run to the pillar at the very end. In the event that a guard sees enough of Kenway to warrant further investigation (which can happen on occasion), you can either wait and perform a corner assassination from this position, or continue running to reach the climbing position detailed in entry **09**



There is a Scout walking an anticlockwise patrol when you reach the west side of the ruins. Wait until he faces away, then follow the route shown here to reach the Viewpoint. Synchronize, then face Hornigold below and perform an air assassination.

Memory 03 - "The Observatory"

Mission Overview

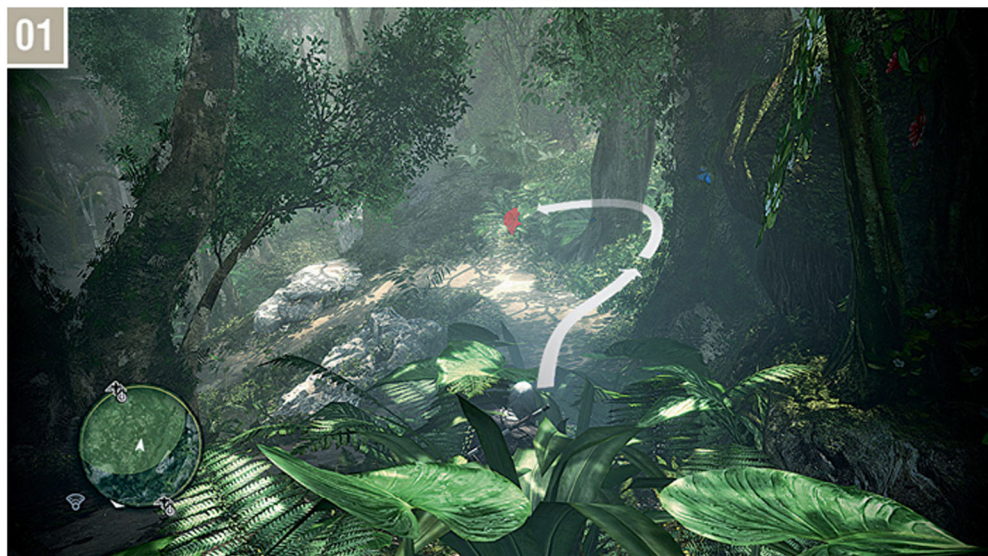
Optional Objectives

- Incapacitate all Guardians while unarmed.
- Incapacitate five Guardians from Stalking Zones.

Notes & Further Reading

- This is the start of a three Memory chain (and, moreover, a visit to the present day) where it is not possible to free roam.
- Your arrival at Long Bay marks the point at which every location in Assassin's Creed IV is now accessible via sailing or Fast Travel – and, therefore, you can potentially complete all collectible-based challenges. While this will be an implausible feat for most players (but for those who have already cleared available Animus Fragments and Treasure Chests elsewhere: we salute you), you can definitely complete the final Mayan Stela puzzles and claim your prize from Tulum later during Sequence 11.
- Players with an aversion to even minor spoilers may wish to complete this Memory first, but you can find our guide to Long Bay on page 177.
- A full stock of Sleep Darts (and an ammunition capacity of at least 10 via a Dart Pouch upgrade) will reduce the difficulty of this mission considerably. You can loot incapacitated Guardians to replenish your stock as you clear each area.
- To make the process of returning to pick up collectibles a little more efficient when you revisit later, turn and head back down the beach to Synchronize with the Viewpoint before you venture along the jungle path at the start of the Memory. You can also find hutia on the beach which, if you have yet to hunt them, can be skinned to create the Smoke Bomb Pouch I upgrade.

01



Set sail for Long Bay, an entirely new location in the south of the map. This destination is a short sail from the Charlotte Naval Fort to the west. If you have yet to liberate that location, Anotto Bay to the east or Cabo de Cruz to the north are the convenient Fast Travel destinations. Once the Memory begins, ensure that you have selected unarmed combat if you intend to complete the related Optional Objective. When the path opens into a clearing as pictured here, enter the Stalking Zone on the slope to the right and use Eagle Vision to identify the first Guardian hidden in the undergrowth to the south. Hit him with a Sleeping Dart, then run over and knock him out; you can optionally flank and approach him from behind for an unarmed takedown if you wish.

Guardians

Long Bay features a unique type of opponent indigenous to this area: the Guardians. These assailants are defined by their propensity for hiding in Stalking Zones, and their ability to fire hugely damaging Blowpipe darts. That said, their close-range fighting skills are unremarkable – comparable to a standard soldier, and with no resistance to staple hand-to-hand techniques.

The Guardians behave in a distinct manner in the initial jungle areas of Long Bay. They crouch in Stalking Zones, practically invisible unless detected with Eagle Vision, and will periodically stand to briefly survey the area, slightly adjusting the position that they are facing in as they return to a crouching position. This latter point is important if you are to attempt to complete the second Optional Objective to incapacitate opponents from Stalking Zones: Guardians can see Kenway at close range if they are facing him. If they espy Kenway in the open, they will immediately hit him with a Blowpipe dart; at close range, they will then move in to engage him in combat. As their projectiles are enormously damaging, a cautious approach based on liberal use of Sleep Darts and advance planning is essential.



02



From the position of your first takedown, safely concealed in the Stalking Zone, turn to the northeast and activate Eagle Vision to identify the two Guardians shown here. As these are usually facing in Kenway's direction when you first arrive, use Sleep Darts to facilitate an easy approach, then knock them out before they awake.

03



There are two Guardians on the two (converging) paths to the south, but these will retreat shortly after you knock out the second of the two previous targets. Loot unconscious Guardians for potential ammunition, then continue to the next search zone.

04



When you enter the next clearing, move into the Stalking Zone on your right, then eliminate the three closest Guardians in the order shown here to clear the second zone.

05



There is a crocodile in the water, so use the free run course illustrated above to reach a wooden platform in the trees to the northwest.



As soon as you reach the platform, turn to the north and hit the distant sentry with a Sleep Dart. You can then safely approach and knock him out.



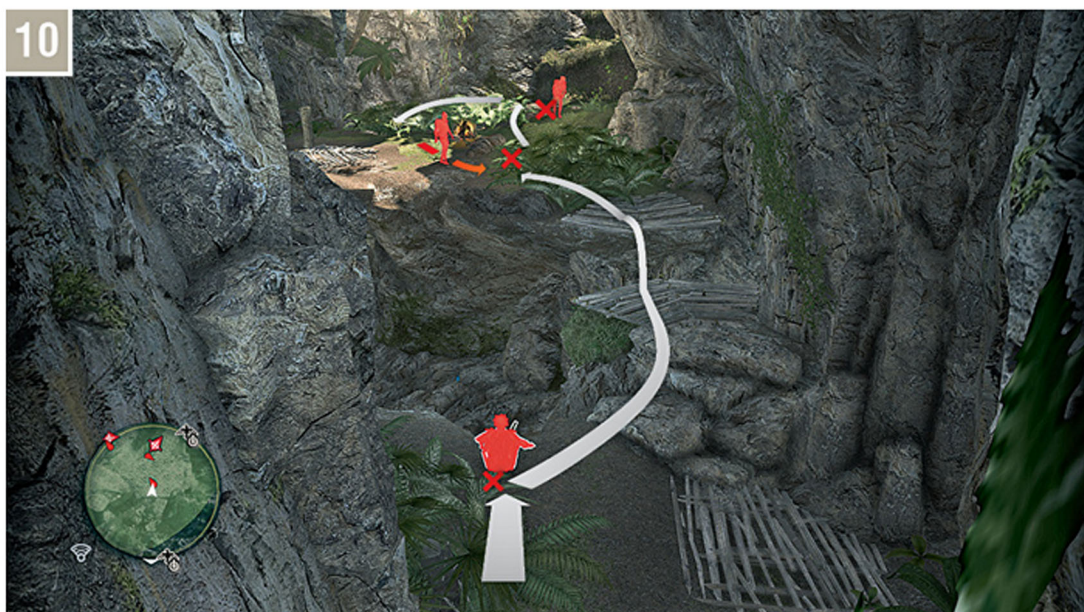
From your position on the platform, look to the north and west to find your next two targets. Start with the target to the west; from the wooden beams, you can perform an air knockout (much the same as an air assassination in execution, but with a marked reduction in fatal puncture wounds). Be careful as you cross the water to the second Guardian: there is a crocodile in this area.



Cross the water to reach a Stalking Zone to the east and identify (then pacify) the final target for this zone. Unless you already have two pieces in your inventory, it's worth your while to backtrack and kill two nearby crocodiles: their leather can be used to craft an upgrade for a weapon that becomes available during Sequence 11. When you are ready, follow the path to the east to emerge from the jungle.



Synchronize at the Viewpoint if you wish, then enter the cave to continue. In this next area, the Guardians move clearly in the open. You must neutralize all of them to progress.



At the top of the sloped path, enter the Stalking Zone to your left. If you have yet to do so, you should begin to make progress with the "Incapacitate five Guardians from Stalking Zones" Optional Objective here, starting with the target directly ahead. If you time your approach to wait until the patrolling Guardian moves away, you can neutralize him and his stationary companion in the same fashion before you continue south on the upper level.



Take out the Guardian sharpshooter, then cross the log bridge. On the opposite side, move carefully between the two Stalking Zones: there is another marksman patrolling on the opposite ledge.

12



Once you are in position, hit the Guardian on the opposite side of the gap with a Sleeping Dart before you cross to render him unconscious. Run along the tunnel and enter the Stalking Zone to the left.

13



The patrolling Guardian here presents another opportunity for an easy Stalking Zone takedown. Once he is unconscious, turn and enter the small area to the northwest, where a Guardian is sitting by a fire. Knock him out.

14



You now need to clear the lower level of the caves. The first Guardian on this level can be easily dispatched with a knockout blow delivered from above; you can optionally sneak into a Stalking Zone to perform the takedown if you prefer.

15



There are three more Guardians to the northwest: two stationary, and in close proximity, and a third patrolling further away. Use Sleep Darts to incapacitate the pair when the patrolling Guardian moves away, and you can knock them out before moving into a Stalking Zone for the final assault.

16



Backtrack to the very south of the cave and return to the upper level, then enter the tunnel shown here. This leads to the exit of the caves zone; the final Guardian that must be incapacitated can be found patrolling here.

17



When you emerge back into the jungle, head west until you reach a path that curves around to the north. There is a Guardian in a Stalking Zone at the top of this slope.



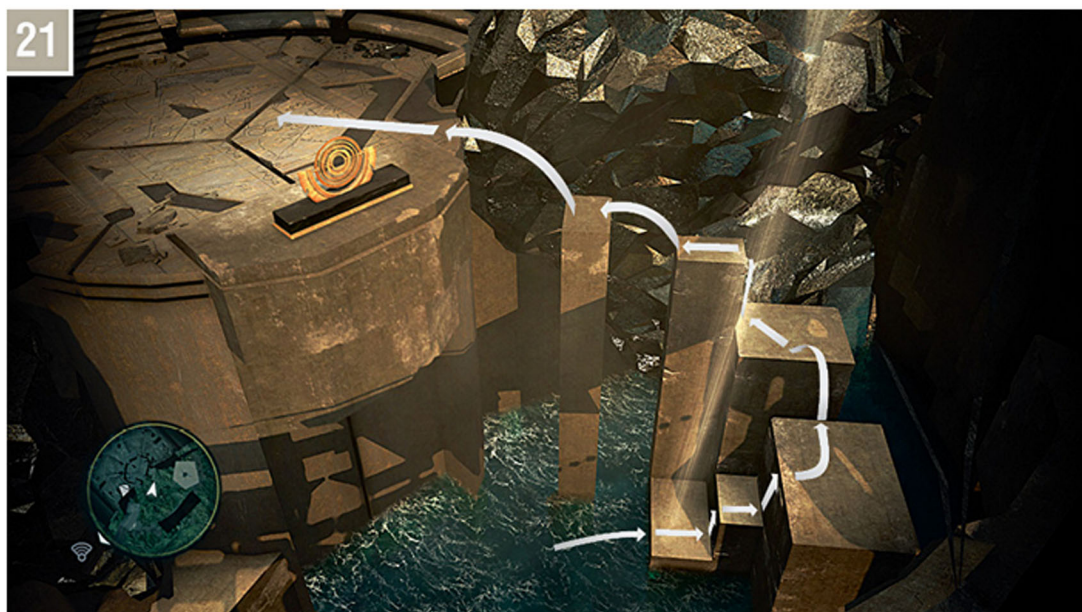
Before you cross the water via the bough, hit the Guardian hidden on the opposite side with a Sleep Dart. After knocking him out, follow the path past the waterfall to reach the final search zone.



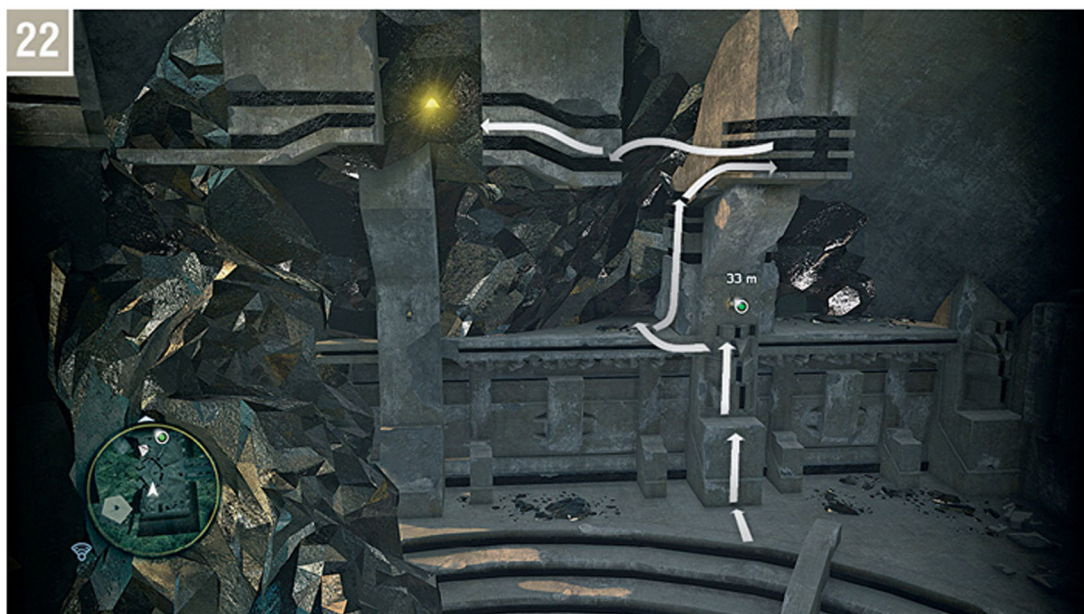
There are three Guardians outside the imposing and strangely anachronistic buildings: one patrolling on a walkway directly ahead when you arrive, and two to the southwest. Dispatch the former first, then climb up to the Viewpoint to Synchronize.



From your position far above, you can easily find this Guardian hidden in a Stalking Zone and knock him out with a flying leap. After you silence his final patrolling companion, Roberts and his crew will approach. Once the door is open, pick up the crate () and follow as directed. When you arrive at the destination, move to the waypoint and press the same button again to drop the crate in the specified position.



After the cinematic, follow the route shown here to return to the upper level.



The path that you arrived by is sealed, so you'll need to climb to escape. Follow the route shown here. One jump requires a special climbing technique known as a Back Eject; follow the onscreen instructions to perform it.



Traverse to the small platform, then leap to the opening on the wall. You should then run through the cave until you reach a slope far above the beach. Walk into this to slide down, steering Kenway with **L**. You should then approach the pirates on the beach. The remaining moments of this Memory are purely story-driven, so we'll leave you to discover the conclusion for yourself.

Present Day: Part Four

As with all other visits to the present day, the steps required to advance the narrative are entirely straightforward: it's all about enjoying the unfolding story. Note that you cannot leave this new floor during your stay (the elevator is inactive), though players seeking all hacking opportunities and collectibles can find a computer and sticky notes before they return to the Animus.

The solutions to the numerical hacking puzzles, should you need them, are 3-5-7-7 and 3-7-7-7.



PREVIOUSLY...

In a partnership that ostensibly respects the curious whims and caveats of Roberts alone, Kenway bides his time – and, for the most part, his tongue – as the pair boldly infiltrate a channel occupied by a Portuguese fleet to acquire a very particular cargo. Though exasperated with the Sage's propensity for casual murder, he assists his strange bedfellow in appropriating a cache of the mysterious crystal vials, as previously encountered in Havana and Tulum, accumulated by the Templars and each containing a measure of blood. This chain of events also leads to the capture of a Portuguese flagship: a redoubtable vessel that Roberts claims as his own.

Kenway and Roberts later reconvene to travel to the Observatory, but discover Benjamin Hornigold not far from their wake. At the behest of Roberts, Kenway engages his former pirate ally – now fully committed to the Templar cause – in a short but explosive battle, where Hornigold's manoeuvrable schooner is no match for a Jackdaw increasingly honed to match the pride of any crown fleet. Forced to run aground on Santanillas, Hornigold orders his men to fortify the area – but his warnings and threats count for naught, as Kenway effortlessly infiltrates the improvised perimeter to assassinate his former friend.

Roberts leads the Jackdaw and his Royal Fortune to Long Bay, where an indigenous tribe – which he names the Guardians – lie in wait to slaughter incautious explorers and aspirant settlers alike. With Kenway clearing the path, and Roberts and a small cadre of his crewmen trailing behind, they arrive at a ruined, overgrown, yet utterly fantastical structure... where Roberts almost nonchalantly guns down every man but Kenway at its threshold.

Inside, he at long last reveals the prize that the Observatory holds: a crystal skull that, with but a small measure of blood from any living man or woman, can project an audiovisual representation of their world as they experience it with their own senses. Kenway is astonished by this vision of a technology far beyond his comprehension... but his wonderment is his undoing, as Roberts bludgeons him to the water far below with a surprise blow.

Sealed inside the imposing structure by the departing Roberts, Kenway fashions an amazing escape, but suffers a grievous wound during a frantic slide back to the beach, where Roberts and his men await, and with the Jackdaw and its crew nowhere to be seen. Roberts regards him without sympathy, and announces his intentions to claim a bounty on the stricken pirate on his return to Kingston...

Memory 01 - "To Suffer Without Dying"

Mission Overview

Optional Objectives

- Sabotage three alarm bells.
- Visit two old friends.

Notes & Further Reading

- Though stealth isn't necessary for this Memory, it's certainly advisable: enemies can attack in large numbers if the alarm is raised. Our walkthrough covers the two Optional Objectives, but the route it takes is broadly the least dangerous path to the waypoint. You should feel free to skip steps concerning nonessential tasks if you wish.



You have the option of making Kenway rattle his cage to assist in his rescue, but this isn't obligatory if you would prefer to watch events unfold naturally. Once you have full control, free run through the trees in the route shown in the accompanying screenshot to reach a cart full of hay.



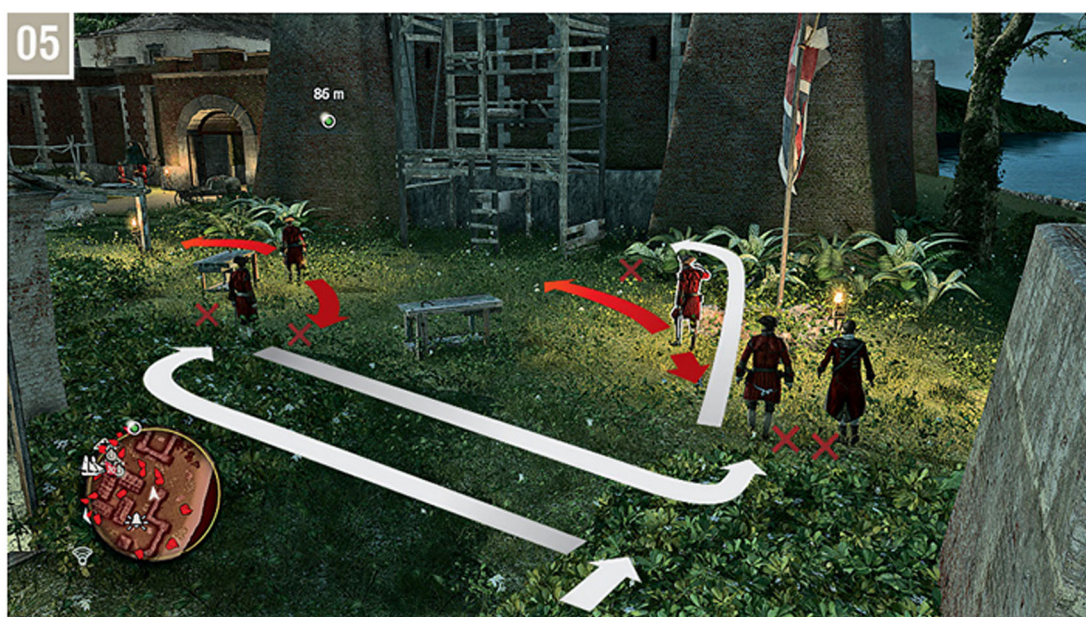
Assassinate the guard when he moves close, then watch the Captain and the patrolling soldier. When both of them turn away, emerge and sabotage the alarm bell, then immediately move into the Stalking Zone. The stationary soldier may move to investigate; if so, assassinate him when he moves within range. If not, leave him be.



Move through the Stalking Zones close to the outer wall until you reach the position shown above. Wait until a guard approaches, then assassinate him.



Wait until the patrolling soldier walks away from the well, then move out of hiding and jump inside it. Carefully traverse around the inner ledge until you are just behind the stationary soldier then, after ensuring that his patrolling colleague isn't watching, tap  to assassinate him. You can then leap out when it is safe to do so and position Kenway behind the crates. When the soldier returns, whistle to entice him to an ignominious end. Sabotage the alarm bell, then proceed via the Stalking Zones to reach the next position of note to the southeast.



The configuration of guards here lends itself to a very specific solution, though you are free to simply knock everyone out with the aid of Sleep Darts if you wish. Start by transferring to the Stalking Zone to the left, then assassinate the stationary guard there. Wait until the patrolling soldier reaches your position, then whistle to attract him for an easy kill. Return to your original Stalking Zone. When the second patrolling soldier turns away, wait until he begins to walk, then double assassinate the stationary pair. You can then sprint over and eliminate the final soldier before he turns.



If you have no desire to complete the Optional Objectives, you can climb straight up the scaffold to the east and skip to step 08. Otherwise, approach the cage marked on the screenshot and press  when the prompt appears to hear Kenway deliver an elegiac farewell to the first of two "old friends" in this Memory.



You don't actually need to eliminate the guard standing in front of the hay-filled cart to sabotage the third bell: simply approach it carefully, just outside his field of vision, then tap  and move back into the Stalking Zone. If he sees Kenway, simply wait until he approaches before you quietly assassinate him. Either way, you are now free to climb the scaffold for the final approach to the prison.



There is a troublesome Gunner with a hair-trigger above the main gate, so stay out of sight by the crates, and wait for the two soldiers to set off on their patrols. Though you can technically bypass him, it's prudent to disable the soldier walking along the sunken path towards the far end of his patrol to avoid later complications. At the corner, wait until the soldier walking the next wall section turns away, then double assassinate the two sentries and go back to the Stalking Zone. When their patrolling colleague returns to investigate, assassinate him as well. You should then follow the highlighted path to reach a rooftop. You may need to quickly move away from the edge to allay suspicion if a soldier spots Kenway during the approach.



Watch the guard below. When he moves away from the open doorway, perform a Leap of Faith into the pile of hay, then dash in through the entrance. When you reach the glowing door, quickly press  to transfer to the prison interior before Kenway is detected. You can only open this door if he is anonymous: if you have an active alert, or a guard moving to investigate, you must deal with the situation before you can proceed.



Walk along the corridor until it turns to the right; press against the wall and lure the nearby guard over for a corner assassination. The large room beyond has three soldiers walking patrols. As there's no penalty for combat, it's more convenient just to dive in and defeat them. Before you continue, approach the cell highlighted here (directly to your right as you enter the room) and press  to interact with a second "old friend" to complete the related Optional Objective.



Follow the linear path, dispatching guards as you reach them, until you reach the cells where Anne and Mary are held captive. Combat is inevitable here, but you can start by double assassinating the two Brutes. Ah Tabai will arrive to assist as you approach the cells. Interact with the door to trigger a cinematic. The final moments of this Memory are entirely story-focused. To avoid spoilers, we'll hold our peace.

Memory 02 - "Delirium"

Mission Overview

This begins immediately after "To Suffer Without Dying". There are no Optional Objectives or noteworthy challenges for this narrative-focused Memory, and it's far more enjoyable to play it without any advance warning of what occurs.

Memory 03 - "...Everything Is Permitted"

Mission Overview

Optional Objectives

- Use the Rope Dart to hang two guards.
- Use the Rope Dart to pull three guards.

Notes & Further Reading

- You regain the Jackdaw and the ability to explore the Caribbean after "Delirium" ends, so there's no grand hurry to continue the main storyline if you would prefer to attend to other activities for a time.
- This mission unlocks the Rope Dart – the final major addition to Kenway's arsenal of attacking options. There are tips and tutorials on its use during the mission itself, but you can refer to page 246 for further information. With crocodile leather and black jaguar pelts, you can expand Kenway's carrying capacity to 15 via crafting. This removes the one drawback to this powerful weapon.
- Note that you can also craft ammunition at any time by using bones collected while hunting. If you wish to complete the two Optional Objectives, it's a good idea to ensure that you have several bones in your inventory before you begin. As Rope Darts are an entirely uncommon spoil of looting, this gives you a little more flexibility to meet the requirements.

01



Once you are ready to begin, Fast Travel or set sail for Tulum on the west side of the map. Approach Adewalé at the waypoint and interact with him to start the Memory. When play resumes after the introduction, follow Ah Tabai until the conversation ends. Kenway must then assist the Assassins in repelling an attack on their settlement. Run through the waypoints until you reach a highlighted position in the trees. From here, use **R** to highlight an enemy soldier below, then hold **○** and **L** in the opposite direction to hang them from the tree.

02



This is a short and action-packed mission once the fighting begins, with the primary challenge being to meet the Optional Objective requirements before you run out of targets. A second battle takes place when you reach the next waypoint. If you position Kenway in the trees above before the soldiers run in to attack, you can score another hanging kill. If you need more, you can simply sprint back to the upper area and repeat the same trick.



For the remaining section of the battle on the beach, you now only need focus on the "pull" Rope Dart attack. It's particularly efficient at knocking Captains and Brutes from their feet for quick kills. If you are missing a hanging kill to meet the other requirement, the branch shown here may lead to suitable opportunities.



Finally, make your way to the enemy ship. The Gunners on board may fire on Edward during the approach: be sure to hold  to stealth swim if you see the distinctive target icon appear. Once you have hit the allotted total of 20 enemy soldier deaths, you only need to defeat the Captain to end the Memory. A Smoke Bomb in close proximity is sufficient to set up a quick and easy assassination finish.



PREVIOUSLY...

Freed from almost a year of imprisonment, Kenway assists Ah Tabai in saving Anne Bonny (an old acquaintance from Nassau) and Mary Read (an Assassin better known, of course, by her James Kidd alias) from a military prison. Mary, desperately sick after complications arising from her recent pregnancy – a gambit or coincidence shared by Anne, which had forestalled a trip to the gallows for both after their earlier arrest for piratical crimes – does not survive the escape.

After Ah Tabai departs with Anne, Kenway embarks on an indeterminate period of blind drunkenness, in which his crazed hallucinations and recriminatory dreams enable him, albeit obliquely, to come to terms with the tragedies and trials that his decisions have caused in recent years. He is discovered, ruinously hungover and sleeping rough, by Adewalé, who – in a brief and bittersweet encounter – returns the Jackdaw to its erstwhile captain, yet stands down as quartermaster having pledged his lot with the Assassins.

Acceding to Adewalé's request that he visit Tulum, Kenway arrives to find the Brotherhood weakened by attacks by Templars and their agents, the result of his actions under the guise of Duncan Walpole years before. After he helps to repel a further assault, Ah Tabai – intrigued, perhaps, by Kenway's evident sorrow and greater awareness – offers the Brotherhood's support in his search for Roberts.

Memory 01 - "A Governor No Longer"

Mission Overview

Optional Objectives

- Kill the diplomat from a haystack.
- Kill Rogers from a bench.

Notes & Further Reading

- If you have yet to explore Île à Vache (see page 182), you should do so now: as Sequence 12 begins with Kenway anchored just off its coast, it's a convenient time to visit.
- You may wish to try this Memory without our assistance on a first playthrough to get the full experience that its designers intended. It's perhaps a little too quick and easy once you have prior knowledge of where to position Kenway at key moments, as our walkthrough here distils all potential steps to a very clinical routine.



Sequence 12 begins with Kenway conversing with his new quartermaster as the Jackdaw sails in the southeast of the map. Kingston is the destination of the next story installment, so make your way there when you are ready. Speak to the Assassin at the  marker to begin. Your first task is to locate an Italian diplomat in the search zone southeast of your start position. For an advantageous start, position Kenway between the Viewpoint and the general store, then use Eagle Vision to identify your target. With the diplomat marked, there is no need to follow him around. Simply move to the rooftops of the building shown here and keep your target in sight until he approaches along the main path from the east.



When the diplomat moves within 30 meters, jump onto the path and climb the ladder, as shown here. From the rooftop, perform a Leap of Faith into the hay pile in the small restricted area – and then bide your time. When your target arrives, you get a brief window of opportunity to assassinate him. Watch for the special onscreen prompt, then strike after the target's bodyguards move away. (As a point of interest, if you do not assassinate the diplomat here, he leads you on a tour of similar sites, with the same restrictions: a small period of time where an assassination is allowed.)



When play restarts after the cutscene, walk to the waypoint. Rogers will easily (not to mention quickly) recognize Kenway if you stand in plain sight. Turn left to walk behind the cover of the veranda and sit on the bench in the position shown here.



Watch to the left; you will see the target marker highlighting Rogers as he begins circulating among the guests. After no more than a minute, he will walk past Kenway's position. Perform the assassination when he is highlighted.



After the “white room” cinematic, decisive action will enable you to escape the area without a major fight. Immediately walk around the corner of the veranda (the direction that Rogers arrived from moments earlier), align the camera, then perform a running assassination on the soldier before he can identify Kenway; if you’re feeling creative, a Berserk Dart would also suffice.



Sprint over the street to reach an alleyway between the two houses, dropping a Smoke Bomb to deter pursuit. You can then turn south, and run unimpeded until you exit the search zone. Return to the waypoint marker to conclude the Memory.

Memory 02 - "Royal Misfortune"

Mission Overview

Optional Objectives

- Kill eight guards by destroying powder barrels.
- Use a Rope Dart to kill Roberts.

Notes & Further Reading

- A certain level of Jackdaw improvements are essential for this Memory. You should, at very least, have the Advanced Hull, Advanced Mortars and Reinforced Mortar Storage upgrades, or better. The improved hull will enable you to weather attacks, while the mortar is your best hope for a speedy resolution to an otherwise difficult naval engagement.
- You should definitely replenish your stocks of all ammunition types before you begin, particularly bullets, Rope Darts, Smoke Bombs and Blowpipe darts for Kenway, and mortar shells for the Jackdaw.



You cannot Fast Travel direct to Principe to begin this Memory, so either sail there or opt for another Fast Travel position – Tortuga is closest, though Great Inagua is safer. On arrival, jump into the sea and swim to the position marked on the accompanying screenshot, then conceal Kenway in the Stalking Zone.



Target the powder barrel shown here using free aiming, and wait until the large patrolling group moves within range. They will usually pause for a moment in this position. Shooting the keg will set off a chain reaction, usually killing five or six soldiers instantly. Other guards will immediately rush to the area. While it is possible to evade detection by moving back in the Stalking Zone, only eliminating guards who move close, it's probably a better idea to just leap out and wipe them all out in a fight: stealth is definitely not a priority in this Memory. As ever, liberal use of Smoke Bombs can turn the tide of this battle firmly in Kenway's favor.



We focus on the steps required to complete the first Optional Objective here. If you wish to head directly for Roberts, skip to step 05. Run behind the row of houses to reach a Stalking Zone in the distance; you may recognize this area from your earlier visit to Principe. When you enter the first Stalking Zone, eliminate the nearby Brute: this makes it easier to escape the area after your next action.



From the Stalking Zone, look to the northeast to have a clear free aiming shot on the powder barrel, then wait for the patrol to move inside the potential blast radius. After you open fire, stay hidden in the Stalking Zone and retrace your steps behind the houses to the slope leading to the upper area.



At this point, your only priority is to locate Roberts. From the top of the sloped path (which should be clear of enemies after the earlier explosion and following melee), sprint via the route shown here to reach your target. Though guards will run to engage Kenway, you can safely ignore them – or, in a pinch, drop a Smoke Bomb to deter pursuit. A checkpoint is triggered at the very moment that you cast eyes on Roberts after entering the stockade.



Roberts will leap onto his ship, which will sail away before Kenway can reach him. You must then fight his soldiers for approximately 10 seconds while you wait for the Jackdaw to move into position. Don't get too engaged in combat: time is of the essence here. It's better to position Kenway close to the tree that he will use to reach the Jackdaw, dropping Smoke Bombs to incapacitate assailants.



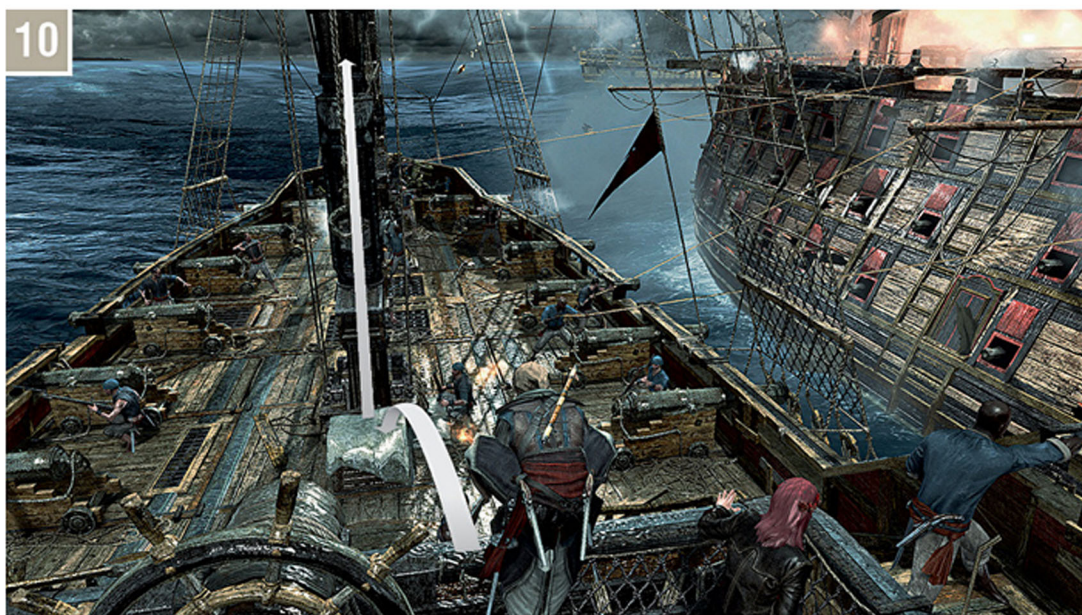
When the Jackdaw arrives, leap onto the closest yardarm and drop down to the platform. You can then jump to the nearby hook ( , High Profile Button + ) to rapidly descend to the deck. Run to the wheel and take control of the ship before the countdown expires.



As you set off, steer the Jackdaw to the right: you cannot follow the Royal Fortune directly at this stage. You can, however, begin to whittle away at the vessel's structural integrity with mortar barrages. The Royal Fortune will reply in kind as you move within range.



When you sail into the Royal Fortune's wake, try to steer the Jackdaw on the inside of the turn (to the right of Roberts' ship) to avoid fire barrels (which, where necessary, you can obviously destroy with the swivel guns). Meanwhile, alternate between chain shot and mortar fire to deplete its health bar. With a heavily upgraded Jackdaw, you may achieve this long before both vessels reach the open sea. As it is not possible to incapacitate the Fortune before a very specific point (you may note that its health remains fixed with a tiny remaining sliver of yellow), you can cease your mortar fire at this stage to conserve ammunition.



When the British ships arrive and open fire, ignore them: the Fortune is your only concern. Hit the vessel with any weapons you please until it is ripe for boarding, then move in close and do just that. As soon as Kenway releases the wheel, ride the lift directly ahead, then move into position to await a suitable alignment of the yardarms that will enable you to jump to the Fortune.



Make a careful approach to avoid being shot by the Gunner on the platform close to the position where Roberts stands below. While you can usually cross the ropes and eliminate him up close, it's better to just kill him as soon as you move within pistol range. You can now move to the position marked on the above screenshot. Select the Rope Darts, carefully ensure that Roberts is targeted on the deck below, then hold  to kill him, completing both the second Optional Objective and the Memory.

Memory 03 - "Tainted Blood"

Mission Overview

Optional Objectives

- Stay out of combat.
- Use two guards as a human shield.

Notes & Further Reading

- Replenish your stocks of ammunition if they are low after the previous Memory. Bullets, Sleep Darts and Smoke Bombs are particularly useful.
- If you have not acquired a new pistol set yet, this is probably an opportune moment to do so. See page 245 to learn more about your options before you commit to a purchase. We would also strongly recommend that you have at least two Pistol Holster upgrades and at least one Pistol Ammo Pouch upgrade. See page 249 for details.
- Havana is one giant Restricted Area for the duration of this Memory due to a curfew. Naturally, this is not a good time to hunt for collectibles or attempt to undertake other optional activities in the city.



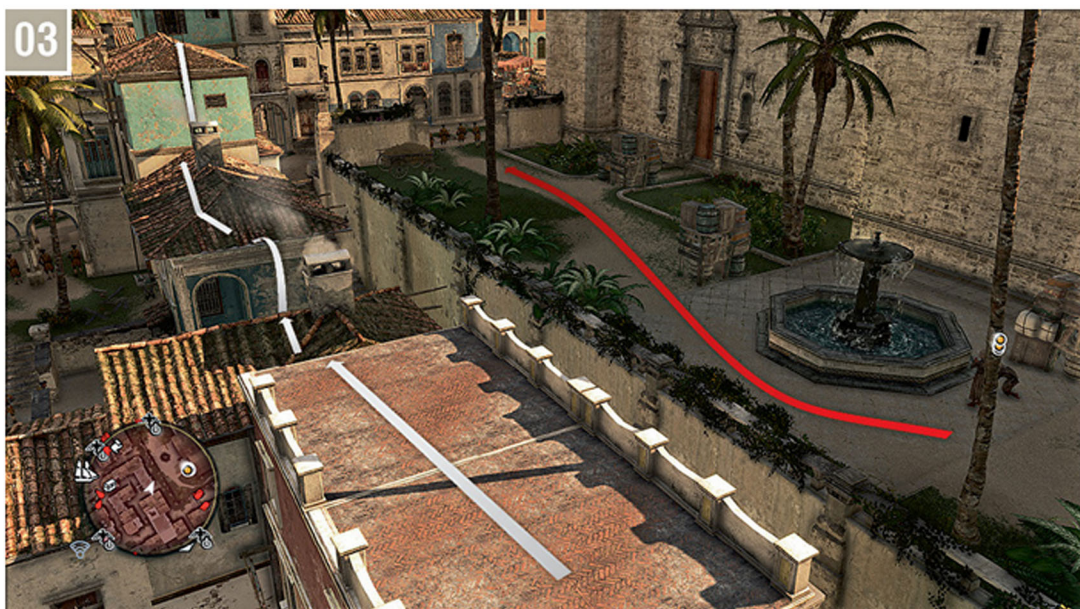
Fast Travel to Havana, and – avoiding guard patrols – speak with the Assassin at the  marker to begin. You should then follow the route shown here. The "Stay out of combat" Optional Objective does not become active until later in the Memory, but it's still a good idea to tranquilize Gunners and other elevated sentries with Sleep Darts before they notice Kenway. Your first such target is encountered as you approach the cathedral.

02



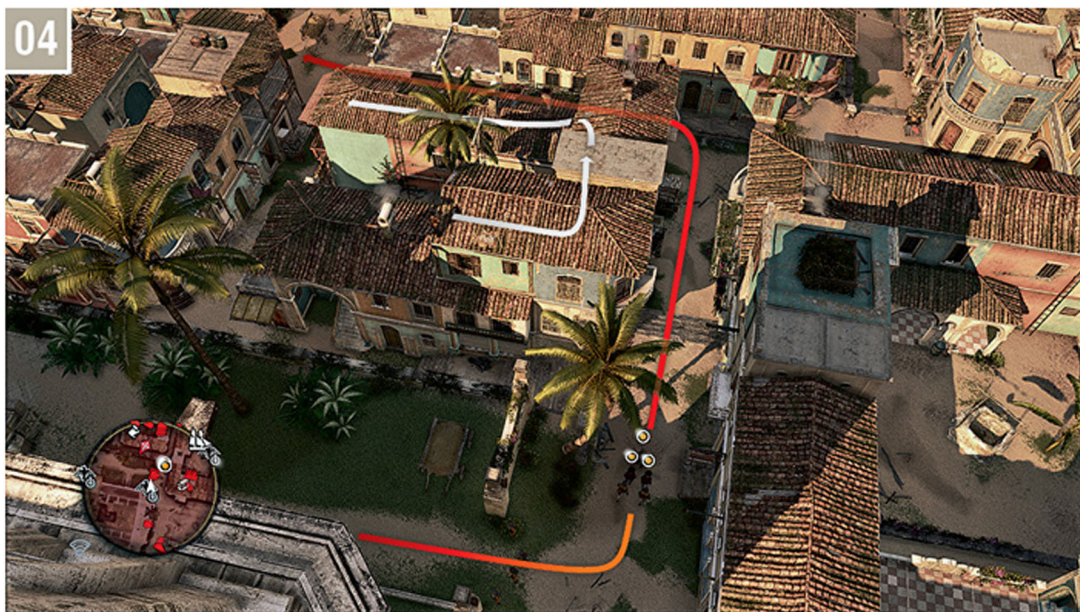
Free run to the north, along the rooftops, until you can see the Templar group standing at a back entrance to the cathedral, then use Eagle Vision to identify them.

03



Once the Templars begin walking, move back along the row of rooftops. As it's possible for Kenway to be spotted here, it makes sense to run ahead. Remember to stay within 40 meters of your targets.

04



The Templars will turn left as they leave the cathedral grounds. Ensure that you have them marked with Eagle Vision to enable Kenway to see them through solid surfaces, then wait above until they turn left once again.



El Tiburón will make his presence felt in a situation on the street below: don't be tempted to intervene in any way, and keep tailing your targets.



When you reach this position, a Captain will detach from the group to check a hiding spot. This is a good opportunity to run ahead and eliminate a Gunner on a nearby rooftop.



As soon as the previous Gunner has been disabled, continue on the path shown here to deal with another. It's prudent to hit him with a Sleep Dart for an easy approach.

08



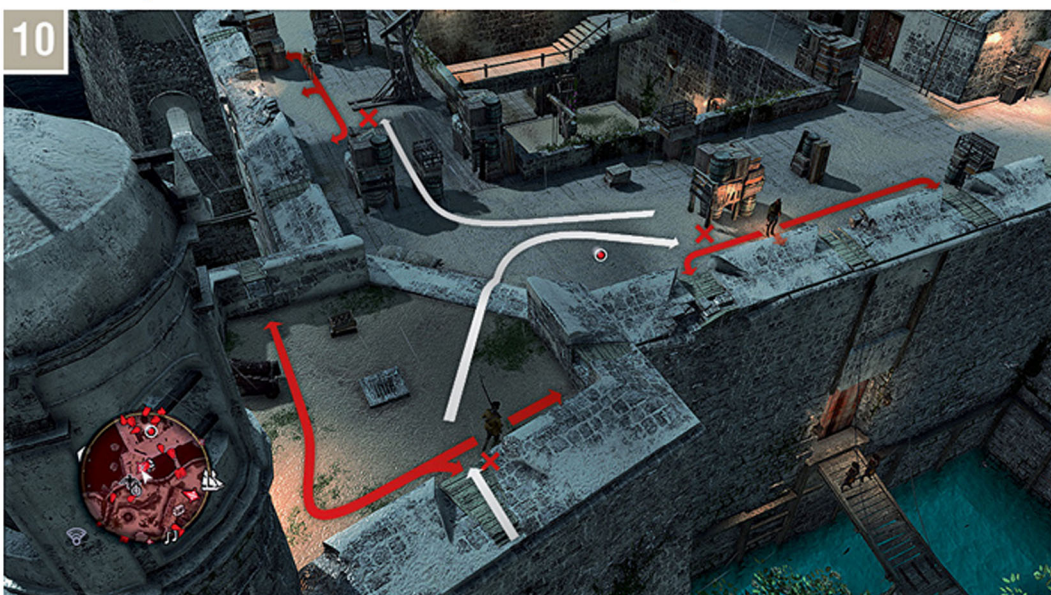
You must now eliminate two enemies in fairly quick succession: a Scout directly ahead, and a Gunner on a low rooftop further along. Hitting both with Sleep Darts before you run in close to knock them out is the best strategy. Meanwhile, the Templar party will enter the fort. At this point, the Optional Objective to avoid combat becomes active.

09

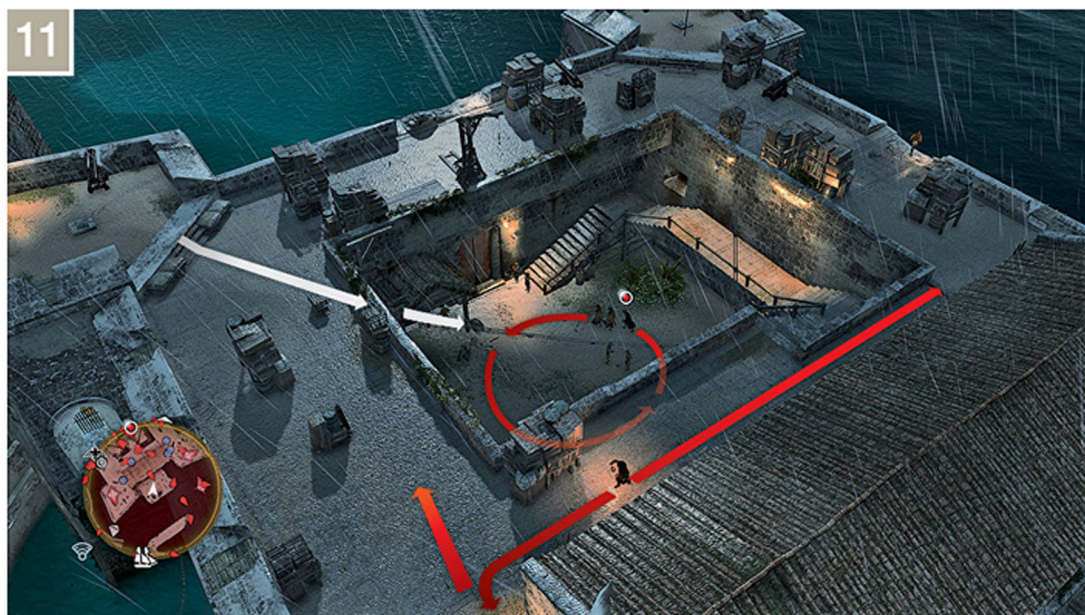


Free run through the trees to reach the outer wall, then climb to the edge.

10



You have at least three guards to neutralize to maintain stealth during your approach for the assassination. Start by assassinating the Gunner close to the Viewpoint tower when his back is turned, then hit both Scouts shown here with Sleep Darts before running over to knock them out.



There is a Captain walking a long patrol around the edge of the upper level. If he is approaching, hit him with a Sleep Dart. You can then move out onto the rope above the inner courtyard. Ensure that the marked target is highlighted, then perform an air assassination. In the confrontation with El Tiburón that follows, you should note that he is effectively impervious to everything but pistol fire. For the first part of the fight, most players will wish to concentrate on the Optional Objective. While taking care to avoid the Spanish giant, focus on parrying attacks by his allies. When El Tiburón raises his pistol to take a shot, you can use one of the weaker soldiers as a human shield. Repeat this twice to satisfy the requirements.



When you are ready to put your assailant down, eliminate the guards and hit him with pistol shots. Other soldiers will run in to replace their fallen comrades after a short interval; make killing these a priority. If El Tiburón is poised to fire and you have no available human shield, you can either shoot the giant or drop a Smoke Bomb to interrupt the attack. If you need additional bullets, you can find them in crates dotted around the "arena". After the white room valediction, you must reach a waypoint in the far south of the city. The easiest way to achieve this is to run into the lift shown here and then dive from the east corner of the fort to the water below. From there, you can easily swim, submerging when required, to within 50 meters of the waypoint to the south. However, we would recommend that you attempt to fight your way there on land at least once: it's an exhilarating race, with more than a few surprises.

Memory 04 - "Ever A Splinter"

After assassinating Woodes Rogers at a party in Kingston, Kenway returns to Principe to track down Bartholomew Roberts. Though he attempts to escape, Roberts discovers that even his Royal Fortune is no match for the Jackdaw. As the decks of his mighty ship are bloodied during the boarding, Kenway strikes decisively. Roberts, stoic in death, congratulates his killer on his tenacity – but then, apropos of a strange purpose that isn't immediately clear, makes the dying wish that Kenway destroy his body to prevent it from falling into Templar hands.

Later, in Havana, Kenway tails Grandmaster Torres across the city to eliminate the Templar leader... only to find his victim is a dupe in a trap sprung by Templar enforcer El Tiburón. Though Kenway conquers the mighty Spaniard, who once humbled him effortlessly in their first confrontation so many moons before, he takes no pleasure in the death of a man he regards as a fellow soldier. When he receives word that Torres has travelled to Long Bay, hoping to claim the Observatory, Kenway sets sail in pursuit...

Mission Overview

Optional Objectives

- Free seven Guardian hostages.
- Use the Observatory's defenses to kill four guards.

Notes & Further Reading

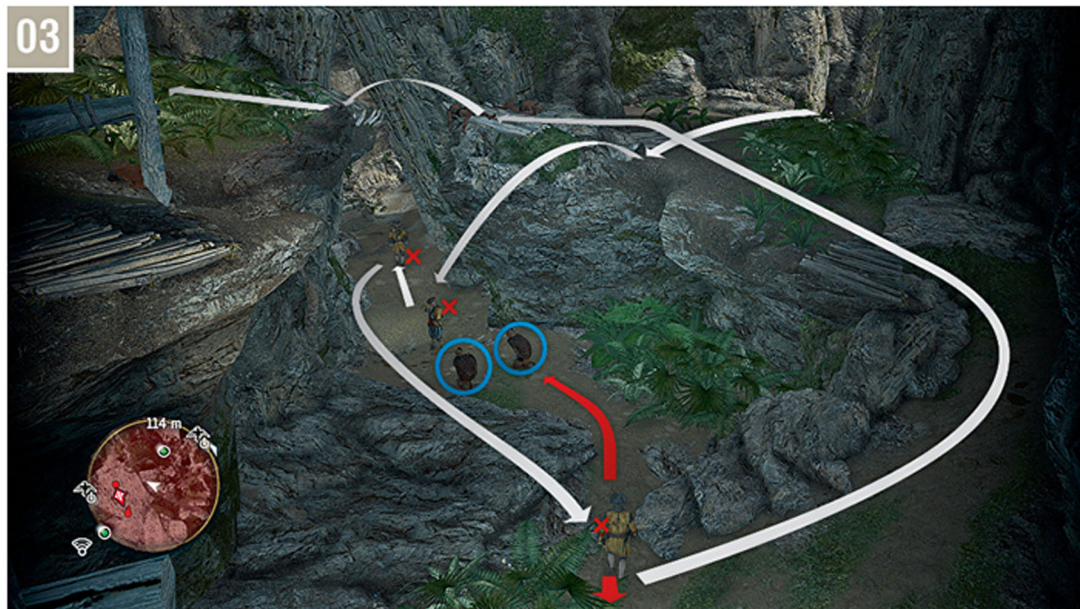
- Though you can naturally return to enjoy optional tasks and free roam in both the past and present after the closing credits, this Memory (and the linear chain of events that follow) takes you to the end of the main storyline. We mention this as a courtesy to players who might wish to complete a perfect 100% Synchronization score in a single playthrough.
- Be sure to replenish Kenway's ammunition stocks before you begin, with Sleep Darts a particular necessity for the first Optional Objective.



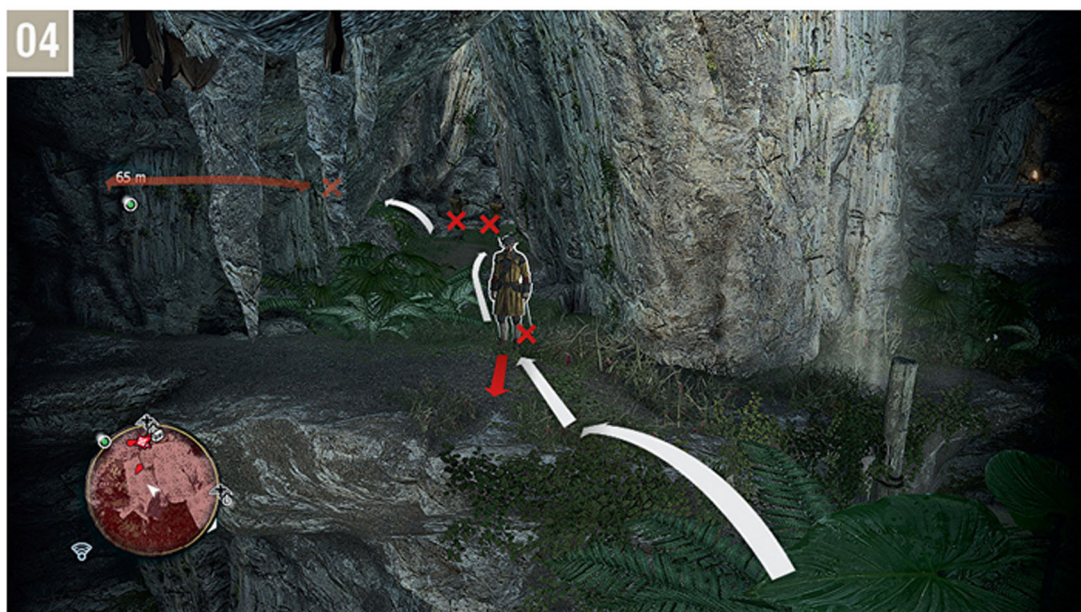
You cannot Fast Travel directly to Long Bay to begin this Memory, so pick a nearby shortcut and then approach the location from the north. There are two imposing men o' war to the west and east of the landing location, and you'll need to fight and incapacitate at least one to reach your destination: Long Bay is unavailable if you are in active combat. If you hug the coastline from the east or west, you can usually lure one of the vessels away, leaving its companion undisturbed and a clear path to land once the battle ends.



As you will remember this location well from your earlier visit (and, perhaps, subsequent journeys here to explore), you should have no problems with finding your way to the Observatory. Our walkthrough will focus only on the steps required to free the Guardian hostages for the first Optional Objective. On arrival at Long Bay, follow the linear sequence of waypoints through the jungle until you reach the beach before the caves. Use Eagle Vision to detect the soldiers close to the Viewpoint tower. Hit the soldier and the Gunner with Sleep Darts, then run forward to assassinate the Brute when he moves to investigate. You can then free the first group of Guardians and head for the caves.



Be cautious when you enter the caves: the second group of Guardian prisoners is in the area below when you reach the top of the sloped path, and there is a patrolling soldier who can easily detect Kenway. You only need to take out the Gunner to remove the immediate danger, so you might as well perform an air assassination on him, then kill his two soldier companions in open combat.



Further into the caves, there is a final group of four soldiers with three Guardian prisoners. From the Stalking Zone overlooking their position, hit the closest patrolling soldier with a Sleep Dart, then do the same with the two Gunners in the distance. You can then run in to eliminate the fourth target and free the captives.



With the Optional Objective satisfied, follow the waypoints to reach the Observatory entrance, then make your way to the first large cavern. When you come to the moving blocks in this position, quickly free run to reach the moving platform before it passes. Be ready to fight the Spanish soldiers when you arrive.

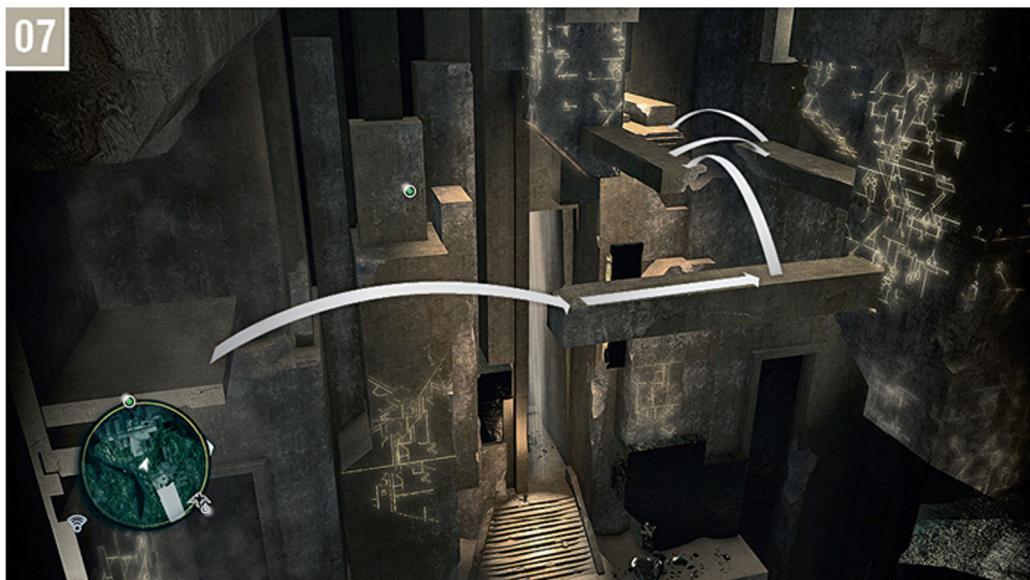
PREVIOUSLY...

06



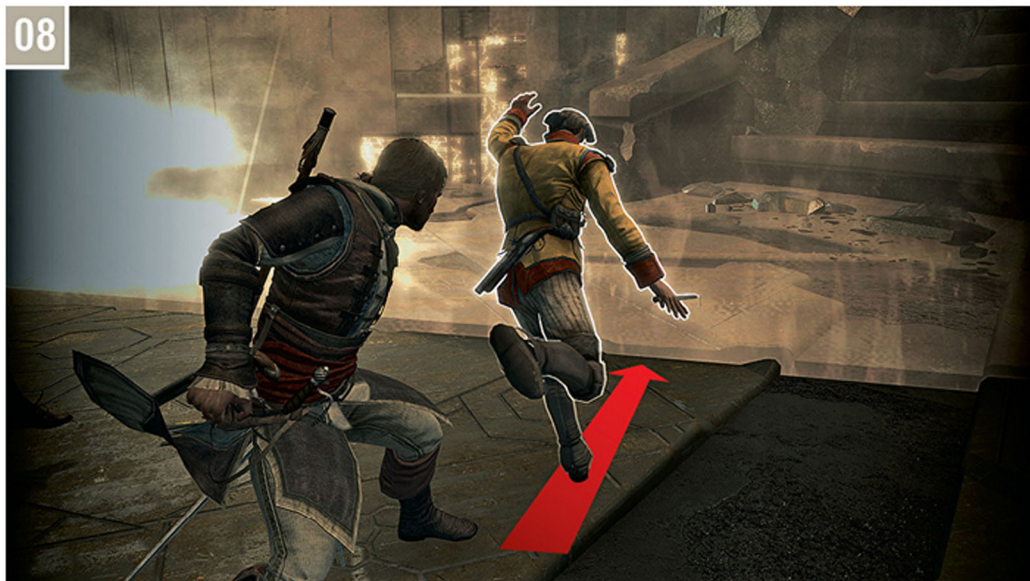
You must now use the moving ledges to reach a platform on the far right. Start on the left-hand side, then move to the next ledge in line whenever your current ledge reaches its highest point.

07



When the camera is realigned to highlight a free run course, jump over to the beam. From here, leap to the illuminated platform above the doorway far below. After Kenway lands, run to the waypoint.

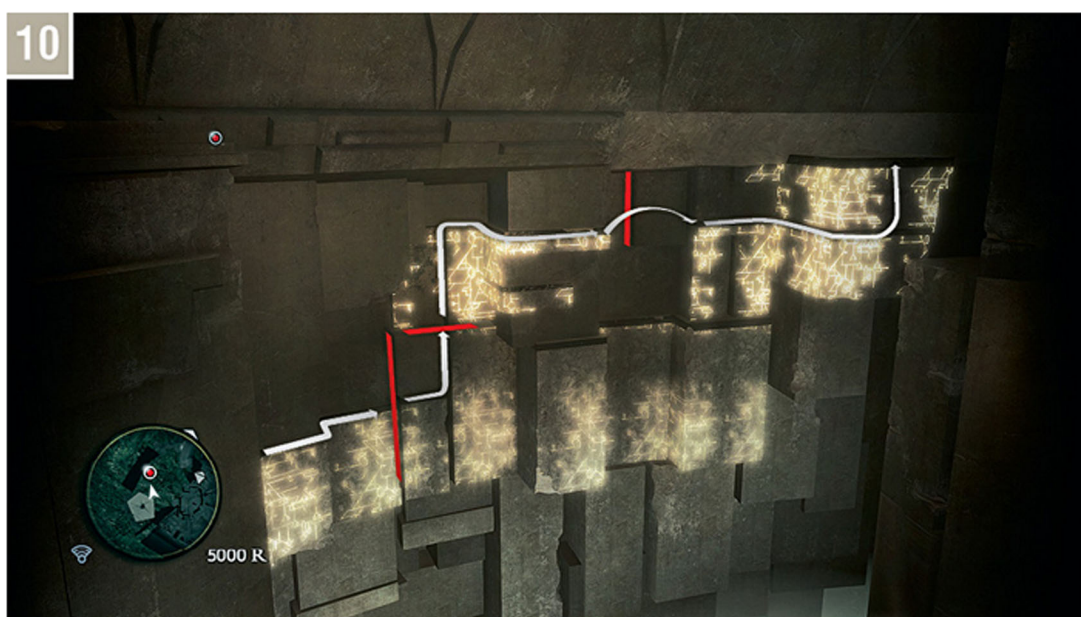
08



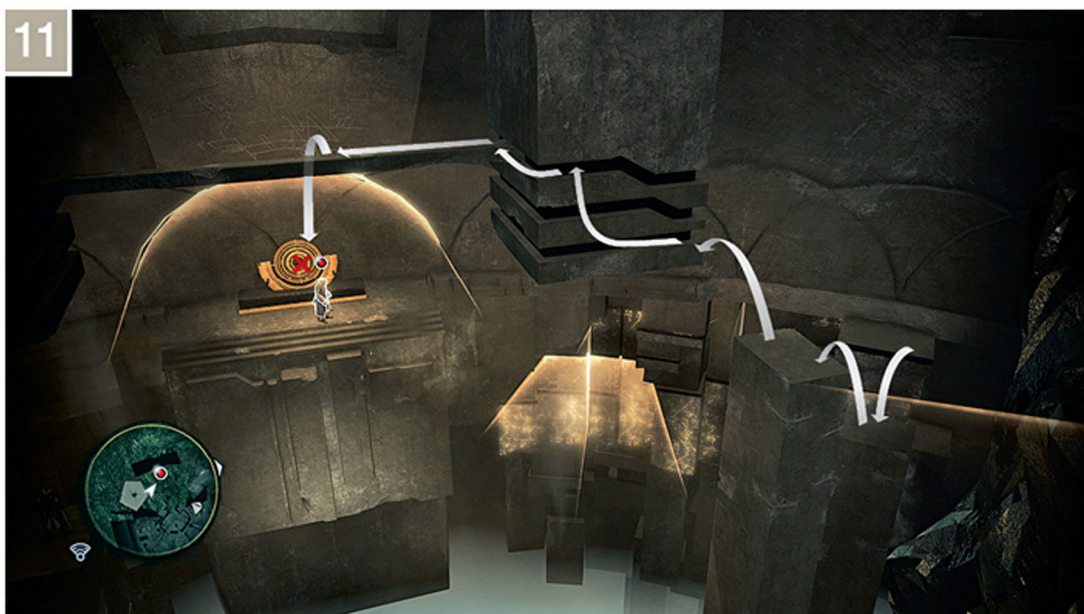
To complete the second Optional Objective, you must use the Observatory's defenses – specifically, the bright “disintegration fields” – to kill four soldiers. To accomplish this, use the throw move: press to counter an attack, then tap again while simultaneously directing the throw towards an active security field with .



Use the moving platforms to reach a ledge to the left of the area where Torres stands. After Kenway plummets to a lower level, swing on the bars until the final bar in the line provides access to a ledge on the wall.



In the accompanying screenshot, we mark the direction in which Kenway needs to move and the locations where the Observatory's security fields regularly activate. Stop just before these and wait until they are shut off before you traverse to a position close to the next beam. After the third and final instance (a daring lunge to the right), climb up to the platform above.



Jump to the second of the two moving pillars, then leap to the ledges above when they are within range. Traverse to the left and climb to the beam above. Watch Torres carefully. When the "disintegration field" above his head is inactive and Kenway is within range, perform an air assassination.

Epilogue

Both the past and present strands of the Assassin's Creed IV storyline end with events that are entirely focused on concluding the parallel narratives, and require no guidance to enjoy. You will find, however, that there are still plenty of places to explore, activities to engage in and secrets to find.

After the final visit to the present day, you can officially move freely through all previous areas of the Abstergo Entertainment office to collect remaining sticky notes and hack computers for fascinating files. See page 220 for our complete guide.

In the past, we'll wager that you will still have countless hours of entertainment to enjoy as you travel the Caribbean map in search of new adventures. Turn to the Charts & Collectibles section of the Side Quests chapter (see page 130) for assistance in setting a course to fresh challenges.